Vlad Reznichenko

Unity Developer

CONTACT

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✉ unitydiee@gmail.com

📍 Petter Nilssens, Lillehammer

EDUCATION

- National University of Food Technologies (NUFT), Kyiv, Ukraine
  Entrepreneurship, 4-year program
- Hamar Cathedral School (VG1), Norway
  IT & Media Production

SKILL

- Unity, C#, OOP, SOLID, Design Patterns
- Inventory systems, GUI/HUD architecture, NavMesh AI
- Archero-style gameplay mechanics
- Zenject (DI), ECS/DOTS, Photon
- Mobile workflows, Ads integration, Firebase
- Addressables / AssetBundles
- CI/CD basics, release-oriented workflow
- Team leadership, communication, and stakeholder management

PROFILE

Unity Gameplay Developer with a production mindset and hands-on experience from freelance delivery to team leadership. I build scalable gameplay systems, clean UI flows, and reliable prototype-to-release pipelines.

As a person, I am disciplined, calm under pressure, and easy to work with. I communicate clearly with clients and teams, take ownership of results, and stay focused on practical outcomes.

WORK EXPERIENCE

Freelance Unity Developer
Custom prototype development under NDA

- Built playable prototypes for client ideas with fast iteration cycles
- Implemented gameplay systems, UI, and technical foundations for further production
- Managed communication, scope alignment, and delivery deadlines

Team Lead, Facebook Ad Operations (White-Hat Advertising Niche)

- Coordinated team workflows and performance in ad operations
- Managed people, task distribution, and execution quality
- Worked directly with platform processes and campaign routines

Customer Service and People-Facing Roles

- Extensive practical experience in client communication
- Strong conflict handling, service quality, and relationship management