Viktor Yakovenko

Unity Developer

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Summary

I'm 21 years old a student at Kharkiv National University of Radioelectronics. I am interested in game development with a focus on Unity technology. I have experience in developing arcade games oriented on PC and WebGL users.

Experience

- Development of the WEB application for Company Resource management by using ASP.NET Core MVC and Angular.
- Development of the endless Arcade Game "Space Shooter" on Unity Engine.

Skills

English (intermediate, advanced in reading and understanding of technical documentation).	Knowledge of C# and its standard library	Understanding of algorithms and data structures
Git	Unity	Zenject, Dotween, Unity Assets

Education

Kharkiv National University of Radioelectronics. 2019 – 2023

CLR via C#, 4th edition © 2012 Jeffrey Richter

Complete C# Unity Game Developer 2D course

ARCHITECTURE UNITY MOBILE GAME