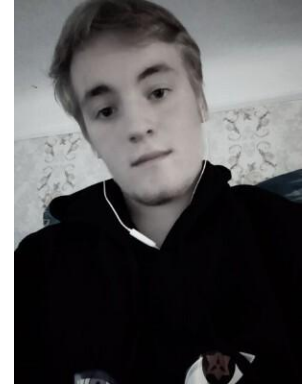# Voytusik Ivan

Unity developer

Full time, part time.

Age   :   *20 years*

City of residence   :   *Irpin*

Ready to work: Kyiv, Remotely

Contact Information

Phone: 067 908-91-67

                    063-449-09-26 additional

E. mail: bhj010fert14@gmail.com

Social networks:

https://www.linkedin.com/in/yummaddo/

https://github.com/yummaddo

https://t.me/yummaddo

Knowledge and skills

Programming languages

- C#
- Hlsl (basic understanding of the structure)
- SQL, SQLite
- JavaScript, HTML, CSS
- Python (for automation and tools)
- C/C++ (for Unity plugins and high-performance code)

Tools and Technologies

- Unity
- Git, GitHub, GitLab
- Rider, Visual Studio
- Jira, Trello

Programming Paradigms and Principles

- Object-Oriented Programming (OOP)
- Design Patterns
- SOLID Principles
- Functional Programming / Reactive Programming
- Development Methodologies (Agile, Scrum)

Unity Game Engine

- Unity API
- ScriptableObjects, Cinemachine, NavMesh
- Zenject, UniTask, UniRx, Addressables
- Shader Graph, VFX Graph

Additional Skills

- Code Optimization, Profiling and Debugging, Networking
- Mobile Game Development (iOS, Android)
- Cross-Platform Game Development (consoles, PC, mobile)
- Analytics Integration Unity Analytics
- Editor Scripting
- Game Localization

Language knowledge

- *Ukrainian — **fluent***
- *English   — **middle***
- *Russian   — **fluent***

Education - National Aviation University

 123 (Computer Engineering) - system programming specialization

Unfinished higher education, from 2021 to 2025 (4 years)

Work experience

Unity Developer

from 04.2022 to 06.2024 (2 years 2 months)

Wildery, Remotely (IT)

Team development of software products for Android and Windows platforms with the Wildery team. Contributed to various projects, including outsourcing, internal initiatives, and prototyping.

Key projects include:

Asura Cycles:

- Worked until the alpha version stage, developing game mechanics, software architecture, and optimizing gameplay.
- Utilized technologies like Zenject, Addressables, and applied reactive programming principles with UniTask.

Train Lax:

- Developed from concept to release, providing ongoing technical support.
- Created cross-platform versions and updated game elements.
- Integrated analytics (Unity Analytics, Firebase Analytics) and transaction SDKs (Unity Ads, AdMob API) for user activity tracking and monetization.

For more details, visit:

- Asura Cycles: [Asura Cycles](#)
- Train Lax: [Train Lax](#)

Unity Developer

from 11.2023 to 04.2024 (5 months)

Armageddonica, Remotely (IT)

Was involved in the development of this software product to perform optimization refactoring tasks and certain works of a technical nature.

Implemented a multithreaded computing system to enhance efficiency and speed. Integrated reactive and asynchronous programming tools like UniTask and UniRx to improve asynchronous process handling. Rewrote and refactored code to stabilize performance and facilitate new mechanics, developing new structures and methods. Created game mechanics, including currency systems like mana and gold, to make the game more dynamic and exciting.

https://indiecup.net/ukraine/participants/armageddonica/

Unity Developer && Ambassador of Noosphere Engineering School

from 01.2023 to 03.2024 (1 years 2 months)

Noosphere, Remotely (non state organizations)

Cooperation with the NOOSPHERE organization for the development of software products mainly mini-games for specific and not only platform

I was engaged in the development of original games according to the given technical tasks for special platforms, for example, for planetarium stands.

The work was carried out in cooperation with the Wildery team, where one of the examples of implemented projects is the StarTrack mini-game. link

The development process was carried out exclusively on the basis of Unity, without the use of third-party SDKs.