Артем Витковский — Unity Developer



- ∧ Middle
- Беларусь
- 🖾 600 1 200 \$ (дол/мес)
- 💼 Полная занятость
- 🌰 Удаленная работа
- Контакт: geeklink.io/cv-80442



Навыки

Addressables, Advertising, Analytics, Appmterica, AppsFlyer, C#, DOTween, ECS, Firebase, GameAnalytics, Mobile Notifications, Remote Config, ShaderGraph, SOLID, UniTask, Unity, Unity IAP, URP, Zenject.

Опыт работы

• Gulny.by

2021-2023 - Unity Developer

In my current job I've implemented several projects, 3 of which were developed independently from the prototype stage to the release stage and 1 project as a team with other developers.

In the course of development I used various technologies:

- Analytics (firebase, gameanalytics, appmetrica)
- Remote config (GameAnalytics, Firebase)
- Advertising (applovin)
- In-game purchases (Unity In-App purchasing, EasyMobile).
- Addressables for downloading local game files.

Current projects are 2D hypercasual games, but I also have some experience in developing 3D games.

Current project – Find It! – game with hidden objects. This is a game in the hidden object genre, which includes many maps and hundreds of objects. On each level, combinations of objects are procedurally generated, and the level becomes almost unique.

Образование

• Техник-программист

МГКЭ 2017-2021

• Инженер-программист

БГУИР 2021-2024

Обо мне

Unity Developer with 2 years of Unity experience is ready to contribute to the success of your company and grow professionally.