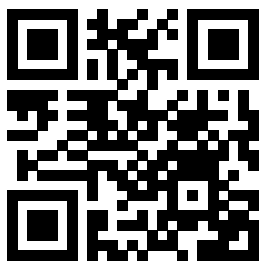


МИКИТА КУЗЬМИЧКИН — Unity developer



📍 Middle
📍 Беларусь
💰 100 000 - 300 000 ₽ (руб/мес)
📅 Полная занятость
☁ Удаленная работа
✈ Релокация
✉ Контакт: geeklink.io/cv-96987



Навыки

ECS, Flutter, HTML, JS, OOP, SQL, Unity.

Опыт работы

• Taku

06.2019/02.2020 - unity developer

• VironIt

02.2020/02.2021 - unity developer

Soliter Grand Harvest.

11/2020 – 02/2021

- Fix bugs. Development features. Team: 140
- Unity, C#, Git, MS Visual Studio, SourceTree, ECS

Returned to life “Bubble Island 2” project.

07/2020 – 11/2020

- Reworking the gameplay. Development features. Update SDKs. Fix legacy bugs.. Team: 3
- Unity, C#, Git, MS Visual Studio, SourceTree, Facebook SDK

Sudoku.

05/2020 – 07/2021

- Create project architecture. Development features. Team: 6
- Unity, C#, Git, MS Visual Studio, SourceTree

EasyGame.

02/2020 – 05/2021

- Level development and mechanics. Create debug features for level creator. Team: 25

• Severex

02.2021/09.2023 - unity developer

Pixel art.

06/2021 – present

- Feature development today’s goals and meta. Reworking the analytics. Support for native EasyBrain modules. Create debug features for QAs. Fix legacy bugs. Team: 8-11
- Unity, C#, Git, Rider, Android-Studio, Java, XCode, Swift, Node-js

Chumy.

02/2021 – 04/2021

- Development features. Support for native EasyBrain modules. Create debug features for QAs. Fix legacy bugs.. Team: 3-4
- Unity, C#, Git, Rider, Android-Studio, Java, XCode, Swift

Returned to life Poly Art.

04/2021 – 06/2021

- Reworking the gameplay. Development features. Support for native EasyBrain modules. Create debug features for QAs. Fix legacy bugs.. Team: 1
- Unity, C#, Git, Rider, Android-Studio, Java, XCode, Swift

Образование

- **ПОИТ**

БГУИР

2016/2020

Обо мне

С универа люблю создавать игры и вкладываю в них душу. Умею строить качественную архитектуру с нуля и поддерживать древний легаси (даже оптимизировать его. Обожаю писать расширения для редактора. Опыт у меня большой и разнообразный.