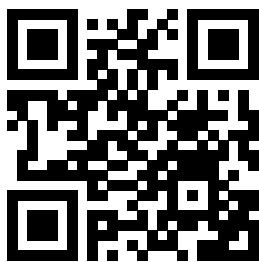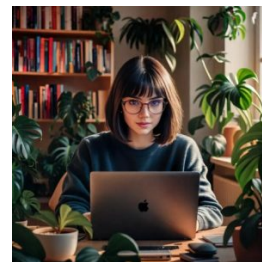# Люба Осипук — Unity Developer | .Net & WPF developer

⌃ Middle
📍 Беларусь
💵 1 500 $ (дол/мес)
📅 Полная занятость
☁ Удаленная работа
✈ Релокация
✉ Контакт: geeklink.io/cv-116892

Навыки

.NET Core, .NET Framework, asp .net, Blazor, Confluence, CSS, Docker, Git, HTML, LINQ, MAUI, MSUnit, Multithreading and asynchronous programming, MVC, MVP, MVVM, Perforce Helix Core, PostgreSQL, ReSharper (dotUltimate licence), SQL, Swarm, TeamCity, Telerik JustMock), UnitTesting (NUnit, Unity 3D Engine, WPF, XAML, XML.

Опыт работы

- **Start-up project**

  February 2021 - June 2021 - Unity Developer

  Project: Game Development for the PC platform
  ● Developed first-person shooter game for the PC platform
  ● Developed 3D models and textures for Unity3D game
  ● Developed and maintained design level documentation, including mechanics, guidelines, and mission outlines
  ● Created core game features, including storylines, role-played mechanics and character biographies for new video game and game franchise
  ● Solicited, obtained, and integrated feedback from design and technical staff into original game design

- **Asterman**

  June 2021 - August 2021 - Unity Game Developer

  Project: Mobile Game Development
  ● Deployed builds to Play Market store after thorough testing on multiple devices
  ● Integrated third-party APIs and SDK into existing codebase like Facebook SDK, Firebase SDK (Analytics, Authentification), Unity Ads
  SDK, custom FaceAR SDK (face masks, video effects, background)
  ● Wrote architecture and game logic in accordance with project requirements
  ● Modified game prototypes (Integration and configuration of 3D models (Blender), 2D sprites and textures (Adobe Photoshop, Adobe Illustrator), UI layout, implementation of Post Processing Effects and Particle System
  ● Prepared documentation, production video for clients and PlayMarket.
  ● Collaborated with other developers to design and implement multiplayer functionality for a real-time strategy game built in Unity3D

- **Globant**

  August 2021 - September 2024 - Software Developer / Game Developer

  Project: by Microsoft studio – Desktop application development, Game development for PC, PS and Xbox platforms (under the NDA)
  ● Developed of the cross-platfowm game engine (under the NDA) that was successful brought to

release and maintained through periodic update releases, also passed Production stage
● Took part of the AAA game development (under the NDA)
● Conducted unit testing to ensure code functionality and application quality
● Problem-solving, bug fixing, user support in all app development stages
● Worked with legacy code, refactor it as much as possible, multithreading and asynchronous programming aproach
● Collaborated with multinational team: project stakeholders, developers, designers,
testers, to ensure successful delivery of software solutions (weekly meeting, daily discussions, messaging)
● Communicated effectively with technical and non-technical audiences, translating complex technical concepts into clear and concise language.
● Prepared reports or correspondence concerning project specifications, activities or status.
● Wrote detailed technical documentation outlining system architecture, coding conventions and best practices, user guides.

Образование

- **Public Administration and Law**

  Academy of Public Administration under the ages of President of Republic of Belarus
  2010 / 2016

  However, I learned to be a programmer through courses, tutors, and self-study.

Обо мне

I am a .NET (C#) developer dedicated to my work in game development. I have progressed from creating small casual and puzzle mobile games to working on AAA-class titles and developing desktop applications (a game engine) for a broad audience of developers and designers.

What drives my passion for what I do every day?

I would say it's my deep love for tackling complex challenges—where the harder the problem, the more interesting it becomes. I also have a genuine affection for programming itself, even when it involves the more monotonous and unglamorous tasks like reading and refactoring legacy code, debugging, providing technical support, and troubleshooting issues. Additionally, I have a strong desire for continuous learning and staying updated with the latest developments in the field.

I consider myself a versatile person, which is why I can't say my ambition to grow and work is limited to just the game development domain. I would be thrilled to explore opportunities in sectors like fintech, e-commerce, health, and entertainment, among others. After all, how can one be sure they are truly passionate about a specific direction without trying their hand in others?