IHOR MATLASHOV — Unity developer
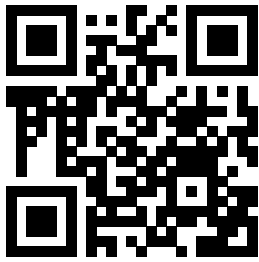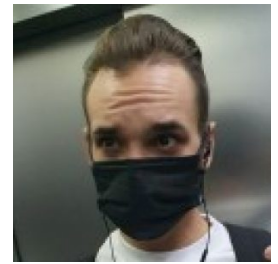
⌄ Middle
💳 1 000 € (евро/мес)
📅 Полная занятость
☁ Удаленная работа
✈ Релокация
✉ Контакт: geeklink.io/cv-122190

Навыки

Autodesk Maya, C#, Python, substance, Unity.

Опыт работы

- **Coconut game**

  10.09.2020/18.11.2022 - Unity developer

- **Taburetka game**

  16.02.2023/19.12.2024 - Unity programmer

Образование

- **Computer Engineer**

  Dokuz Eylul University
  01.09.2020/ 28.08.2024

Обо мне

I am an experienced Unity developer with a strong background in C#

programming and game development. With a passion for both 2D and 3D game creation, I have worked on multiple

projects ranging from indie games to corporate collaborations. My expertise spans procedural generation,

optimization for multiplatform games, and creating immersive user experiences. I am proficient in working with tools

like Unity, WebGL, and Android, and have hands-on experience in 3D modeling using Maya, Blender, Zbrush, and

Substance. Additionally, I have contributed to localization efforts and thrive in team environments, continuously

striving to write clean and efficient code