### Contact

#### Nek0pi.github.io

#### [itnek0pi@gmail.com](mailto:itnek0pi@gmail.com)

[www.linkedin.com/in/nek0pi/](http://www.linkedin.com/in/nek0pi/)

Odessa, Ukraine

### Skills

* C# / .NET
* Unity
* Git
* OOP and SOLID
* Design patterns
* Multithreading
* SDKs integration
* Mobile games publishing
* Game design
* 2D Technical Art
* Python
* HTML and CSS
* SQL and No SQL DBs
* Task-tracking systems

### Education

***B.S in Computer Science***

Bachelor of Science in **Computer Science** at National Academy of Telecommunications – 2019-2022. All classes were taught in **English** only.

***Associate Degree in Marine Engineering***

Associate Degree in **Marine Engineering** atMaritime College of Technical Fleet– 2015-2019

***Introduction to Computer Science - HarvardX***

Online Harvard course on topic of Computer Science – 2019

### Languages

**Russian** - *Native/Bilingual*

**Ukrainian -** *Native/Bilingual*

**English** – *C2 (proficient)*

**Japanese** – *N3 Intermediate*

**Chinese** - *Beginner*

**Spanish** - *Beginner*

Summary

Passionate game developer with 3+ years of experience in the game development industry. Skilled in С#, Unity, Linux, and Python. I actively participate in industry-related events like game jams and actively looking for opportunities to further improve my expertise.

Experience

**Middle Unity Developer** - 08/2021 to **Present**

***Red Rift Inc***, remote

* Built and designed reusable and scalable solutions using ASP.NET and SQL database for backend of mid-core projects.
* Maintained and improved legacy code on live projects.
* Established and coordinated efficient QA workflow.

**Middle Unity Developer** - 08/2020 to 08/2021

***Arrible***, remote

* Designed and developed efficient architecture leading to scalability of the project resulting in more than 50,000 downloads on mobile platforms.
* Formed and devised training courses for junior developers.
* Worked on full cycle development from start to release delivering in tight scheduling.
* Designed and managed game design decisions that led to the improvement of user retention rates.
* Conducted technical interviews.

**QA and Automation Engineer** – 01/2020 to 08/2020

***Ubisoft***, Odessa

* Developed solutions for automating the testing processes.
* Created test cases for advanced testing of in-game features.
* Generated efficient workflows for faster bug tracking and issues resolution.
* Cross-platform testing including consoles (Xbox, PS4, and PS5), working with dev kits and grey boxes.

**Freelance unity developer** – 01/2019 to 03/2020

* Engineered and designed custom solutions for various game genres including hyper-casual mobile games, platformers, rogue-likes, etc.
* Consulted on solving different programming and unity related tasks of different complexity.
* Released and launched projects on Apple App Store and Google Play Store.

Achievements:

* 1st place in Ubisoft 2020 Game Jam.
* 8th place in Global Game Jam 2021 Ukraine.
* Founded game-dev studio and released MVP game on Google Play Market.

I have an extensive list of developed projects, please refer here to see more: <https://nek0pi.github.io/>

Vlad **Hryhorashchenko**

Unity Developer