

Yaroslav R.

Middle Unity 3D Developer

SUMMARY

Middle Unity 3D Developer

TECHNICAL SKILLS

Main Technical Skills	C# (3 yr.), .NET (3 yr.)
Programming Languages	C# (3 yr.)
.NET Platform	.NET (3 yr.)
UI/UX/Wireframing	Figma
Version Control	Git
Operating Systems	Ubuntu, Windows
Platforms	Unity
Other Technical Skills	IDE, Monodevelop, Rider

Projects

Configurator for creating garage-type models

Unity 3D Developer
Jul 2021 - Present

Responsibilities / Accomplishments:

- writing logic for the generation of garage elements (walls, roof);
- integration with the backend and implementation of different flows for different environments;
- implementation of new features;
- interface layout;
- participant in featured solution meetings.

Technologies:

- C#, .Net;
- Unity;
- IDE - Visual Studio, Rider, Monodevelop;
- Ubuntu, Windows;
- Git;
- Figma.

Simulator for educational laparoscopic simulations

Unity 3D Developer
Oct 2020 - Jun 2021

Responsibilities / Accomplishments:

- fixes of the interaction of surgery tools with soft bodies;
- implementation of feedback from the simulator to the hardware device;
- setting up the interaction of a third-party device in Unity.

Technologies:

- C#, .Net;
- Unity;
- IDE - Visual Studio, Rider, Monodevelop;
- Ubuntu, Windows;
- Git;
- Figma.

The Virtual Fitting Room

Unity 3D Developer
Nov 2019 - Sep 2020

Capable of generating 3D scans of many garment types and an app that uses the phone camera to generate full-body 3D scans and take the measurements.

Responsibilities / Accomplishments:

- soft bodies research;
- control object mesh form with custom Body Joints;
- soft Body interaction with different bodies.

Technologies:

- C#, .Net;
- Unity;
- IDE - Visual Studio, Rider, Monodevelop;
- Ubuntu, Windows;
- Git;
- Figma.

Education

Vinnytsia National Technical University / Bachelor's Degree

Certificates

The Ultimate Design Patterns: Creational Design Patterns - Code With Mosh
The Ultimate Design Patterns: Structural Design Patterns - Code With Mosh
The Ultimate Design Patterns: Behavioral Design Patterns - Code With Mosh
C# Intermediate: Classes, Interfaces and OOP - Udemy

