

# Yaroslav R.

## Middle Unity 3D Developer

### SUMMARY

Middle Unity 3D Developer

### TECHNICAL SKILLS

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

Vinnitsia 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

