

Yaroslav R.

Middle Unity 3D Developer

SUMMARY

Middle Unity 3D Developer

TECHNICAL SKILLS

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|-------------------------------|--------------------------|
| 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

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

