

# Roman S.

## Senior Unity Developer

### SUMMARY

- Strong Unity developer with over almost 4 years of experience
- Experienced with AR, VR, mobile and desktop games, applications
- Upper-Intermediate English
- Available ASAP

### TECHNICAL SKILLS

<b>Main Technical Skills</b>	Unity
<b>Programming Languages</b>	C#, TypeScript
<b>UI Frameworks, Libraries, and Browsers</b>	CSS, HTML, LESS
<b>JavaScript Frameworks</b>	Node.js, React
<b>Databases &amp; Management Systems / ORM</b>	Firebase, PostgreSQL, PSQL, SQL
<b>Cloud Platforms, Services &amp; Computing</b>	AWS
<b>Amazon Web Services</b>	AWS Lambda, AWS RDS (Amazon Relational Database Service), AWS S3, AWS SAM, AWS SNS, AWS SQS
<b>UI/UX/Wireframing</b>	2D graphics, 3D Modelling, Augmented Reality
<b>Version Control</b>	BitBucket, Git, GitLab
<b>Platforms</b>	Firebase, Unity
<b>Collaboration, Task &amp; Issue Tracking</b>	Jira
<b>Third Party Tools / IDEs / SDK / Services</b>	Microsoft Visual Studio Code, Visual Studio
<b>QA, Test Automation, Security</b>	Postman

<b>Other Technical Skills</b>	TypescriptNet, Virtual Reality
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## EXPERIENCE

### Unity Developer, Backend developer

January 2018 – present

**Responsibilities:**

Work with virtual reality, augmented reality, mobile, desktop games and applications. Designing architecture, development of virtual reality and augmented reality projects. Implementation of different features for games and applications.

## PROJECTS

### SOCIALLY TWISTED PARTY GAME

June 2020 - August 2021

**Description:** Card game for bad people with good humor! Players create and share video-stories.

**Technologies:** Unity, C#, GitLab, Firebase

### Serverless Backend for SiteHub

September 2020 - May 2021

**Description:** SiteHub is a company that takes responsibility for the combined construction site and material logistics via experienced experts and software that integrates existing technology with simple analysis.

**Technologies:** VS Code, Typescript, SQL (PSQL)

### Miljøspillet

July 2020 - August 2020

<https://play.google.com/store/apps/details?id=no.miljospillet.spill&hl=ru&gl=US>

**Description:** The game goal is to teach children aged 4-8 year how to sort trash.

**Technologies:** Unity, C#

### Add-in on Microsoft Project product for LetsBuild

April 2020 - June 2020

**Description:** LetsBuild is the newly combined software of GenieBelt and APROPLAN. It is an all-in-one solution that helps users update and track their project plans in real time, and get project overviews and insights from a centralized platform.

**Technologies:** Microsoft Visual Studio, C#

### Three Dimensional Learning (3DL)

September 2018 - February 2020

<http://3dl.no>

<https://play.google.com/store/apps/details?id=no.threedimensionallearlearning.threedl>

<https://apps.apple.com/us/app/3dl/id1451084702>



<https://apps.apple.com/no/app/3dl/id1448032833>  
<https://www.microsoft.com/en-us/p/3dl/9nbmlv7xhj3n>

**Description:** The application contains three-dimensional models, where the student can examine the model in more detail, and also complements various modules to increase learning. Developed separate modules: quiz, puzzle, model constructor, drawing and video recording.

**Technologies:** Unity, C#, Bitbucket, Jira

### **Me-Meow**

February 2018 - May 2018

**Description:** Me-Meow is a game, where players have to guess the word on the card that's on their foreheads before the time runs out.

**Technologies:** Unity, C#

## **EDUCATION**

**Uzhgorod National University, Ukraine**

BA Applied Mathematics

2011 - 2015

