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

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

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≷=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.threedimensionallear
learning.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