DENIS YURKOV

UNITY DEVELOPER

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PROFILE

Games are magic, it's a completely different form of art. That's why I chose to make games because it's real magic. What inspires me the most is the team spirit that comes with game development. I have been developing games for more than 2 years. And after a while I can say for sure that I chose the right path.

EXPERIENCES

Robot Gentleman
Unity Developer (Intern)
Jul 2022 - Sep 2022 · 3 mos

- Developing climate and environment themed project led by Robot Gentleman

Self-employed
Unity Developer
Jan 2021 - Dec 2021 · 1 yr

- I went through a full cycle of creating a game in a team.
- Developed several games myself and in a team.
- Programming the game logic, core mechanics, and led the team
- Working with a game designer, graphics and other programmers.

Rock Game
Unity Developer (Intern)
Jul 2021 - Oct 2021 · 4 mos

- Developing Hyper Casual Games
- Optimizing games for mobile devices
- Creating prototypes and game core mechanics

EDUCATION

Collegium Da Vinci (Poznań, Poland)

2020 - Present | Engineer of game and interactive media design

SKILLS

- Unity
- C#
- Git
- OOP Principles
- Design Patterns
- SOLID
- Zenject

LANGUAGES

Polsih	C1
English	B2
Belarusian	Native
Russian	Native

AGREEMENT