

Vladislav Kolomichenko

C# Unity Developer

Location: Kharkov, Ukraine

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Skills:

Good knowledge of C#, C++, base knowledge of Java, MySQL.
Unity3d, Cocos2d-x, Flash MX, Borland C++ Builder and Unreal Engine development experience.

Work experience:

july 2016 - june 2017 : Twocookies.me

july 2017 - july 2018 : Nekki

march 2019 – January 2020 : Mempic

Portfolio:

[Bike Rush](#), [Drive Hills](#) and many other hupercasual games

Duties: a bit of everything

[Shadow Fight 3](#)

Fighting/RPG for Android/IOS

Duties: AI, UI, Game logic bases, bundles

[Swim Deeper](#)

Small arkade for Android

Duties: everything

[SEKA](#)

SEKA - card game for Android/IOS

Duties: UI and client-server interaction.

[Air shooter for a flight simulator](#)

Duties: AI, physics, visual effects and other small features.

[Heroes of Scene](#)

Heroes of Scene - multiplayer cross-platform strategy

Duties: some work with AI and UI.

Education:

Kharkov, NURE, Computer Science - bachelor

Visited GameLoft's computer graphics courses in NURE