Vadim Sych
Unity Developer

ADRESS
Ukraine
Irpin

EMAIL
vadim.sych@icloud.com

PHONE
380-(96)-597-95-00

LINKEDIN
linkedin.com/in/vadimsych

Skills

- C#, Unity 3D, Rider
- MVC, SOLID, OOP, KISS
- Json, REST
- Addressables, Zenject, AWS
- Editor, Analitycs, Ads, Pushs, Purchase, Social
- Photoshop, illustrator, AF, Premier, Sketch, Figma, 3Ds Max, 3D Coat
- Bitbucket, Github, Sourcetree, SmartGit
- Xcode, Android Studio, Rider, Postman
- App Store, Google Play
- Playable Ads, Kids Category
- Speech Recognition, Face ID, Quick Actions, Alternate Icons

Tools

- DOTween, ITween, Procedural Image, DDT
- Admob, Audience Network, Unity Ads, Appodeal, Applovin, Charbost, Vungle, IronSource, AdinCube
- Unity Analytics, Facebook, AppsFlyer, Appmetrica, Amplitude, Firebase Analytics, Adapty
- In-App - Unity IAP
- Facebook SDK, Google Play Servises
- OneSignal, Firebase Messaging, Unity Local Notification, Reteno
- ScriptableObject, Asset Bundles
- Firebase Crashlytics, Remote configs
- Newtonsoft.Json

Education

08.2016 - 12.2018
KNUTD
Mechatronics and computer technologies,
Information technology design,
Keiv.
Bachelor.

09.2012 - 06.2016
KITZ NAU
Software development,
Keiv.
Junior specialist.

Experience

Keiki
- Unity Teach Lead
- Unity Developer

04.2020
Develop, improve and support games for kids.

Futurra Group
- Unity Team Lead
- Unity Developer

12.2018 - 04.2020
Developed 12 game projects (Hyper-Casual, Arcade, Puzzle)
Hed the game direction team.

Paga Group
- Unity Developer

06.2018 - 11.2018
Developed game 3D Horror project.

MadMollyCo
- Unity Developer

04.2017 - 04.2018
Developed AR applications for visualization of 3D effects
c possibility to add markers and effects remotely.

Freelance
- Unity Developer

01.2017 - 03.2017
Developed individual game modules.
Developed applications such as slots.
Made an application with Webview and redirected it to advertising.

ENIXAN Entertainment
- 3D Artist

09.2016 - 12.2016
Development and rendering of cartoon 3d models for 2d games.

Laraun Limited LLC
- Unity Developer

03.2016 - 06.2016
Developed a 2.5D Casual game.

Live Photo
- Unity FX

03.2016 - 06.2016
Adjusted scenes, models, materials, created effects, added sounds.