# Morozovskyi Maksym

Unity Developer

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## Skills:

- Knowledge of the C# language, basic algorithms and data structure.
- Knowledge of OOP principles and their application in practice.
- Knowledge of the Git version control system.
- Broad understanding of different areas of Unity
- Understanding the principles of S.O.L.I.D.
- Understanding the basics of Scrum.

## Experience:

- Working with Input System package.
- Working with physics in 2D and 3D projects in Unity.
- Work with animation (Spine, Unity), Post-Processing and sound.
- Working with Timeline, Cinemachine, visual effects and creating UI.
- Ability to work with editing 2D and 3D objects.

## Portfolio:

- 3D platformer project.
- Graphic effects.

## What I expect from the company:

- Ability to work from anywhere in the world.
- A competitive contract with a link to the USD exchange rate.
- Professional growth in the gaming industry, training and promotion qualifications.
- Work with specialists capable of implementing projects of any level Complexities.