



DARIIA TSALIKOVA

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I am highly organized and motivated. I prefer working independently on long-term complex tasks and I also work well in a team. I quickly acquire new knowledge and skills.

DIGITAL SKILLS

Unity | GitHub | Blender, Audacity, PS, other soft for editing of game elements.

EDUCATION AND TRAINING

Completion of the course for innovators Experiment 1.01 | Sep 2024

Projector – Creative & Tech Online Institute

Completion of Unity Development Course | Sep 2023

HeadLight School

Bachelor's Degree in International Economics | Jun 2023

Ivan Franko National University

WORK EXPERIENCE

Unity Developer (AR/VR, Web) | 2024

ADVİN

- ❖ Participation in development of Shop-AR and VR NOW 2.0 products using Unity, C# for Android and PC.
- ❖ Testing on Valve and Oculus VR headsets, providing technical support during product presentations. Testing web applications with ngrok.
- ❖ Working with other's code and plugins (VR IK, Autohand) and inventing own technical solutions (f. e., recording a VR session from the engine side).
- ❖ Teamwork via GitHub, interaction with 3D artists and other devs, contributing to collective idea generation for product improvement and optimization. Creating documentation for training newcomers.

Full Stack Unity Developer (3D) | 2023

Playnatic Games

- ❖ Solo development of various 3D mobile mini-games from scratch using Unity, C# for iOS for different customers.
- ❖ UI integration (Figma, Freepik), setting pleasant visual experience, particle systems, 3D graphics, animation, including using AI (Luma, Mixamo).
- ❖ Programming game mechanics, adhering to the principles of OOP and SOLID to create reliable and scalable solutions.
- ❖ Participation in game design decisions, improvement after receiving edits. Teamwork via Git.

Full Stack Unity Developer (2D, 3D) | Since 2021 (Pet Project)

Octanta Studio

- ❖ Organization and development of complex 2D and 3D games (Brotula, Jewellirium) using Unity, C# for Android and PC.
- ❖ Integration of Unity Ads, cut scenes, audio materials, external libraries, API's.
- ❖ Creation and animation of 2D sprites, development of innovative UI & UX.
- ❖ Scripting comprehensive game logic, ensuring the balance of the game economy, level design, narrative design.
- ❖ Conducting negotiations with partners, preparing pitches, holding presentations. I try to keep up to date with the latest industry trends.