

## CONTACT

Dublin, Ireland

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GitHub: [github.com/dkameroun](https://github.com/dkameroun)

Portfolio: [dkameroun.github.io](https://dkameroun.github.io)

## SKILLS

Unity / C#

Gameplay Systems

Mobile Optimization

UI / UX

Localization

Firebase / AdMob

Git Workflow

Blender Basics

## LANGUAGES

English — B1

Ukrainian — Native

Russian — Native

# VIKTOR KRYVOHUZ

Unity Developer | Mobile Games | Gameplay | UI | Optimization

## PROFILE

Unity Developer specializing in mobile games, gameplay systems and UI architecture. Built production-ready features including UI flows, localization systems and mobile optimization. Experience in a commercial Unity project delivering projects from prototype to release-ready state using Unity and C#.

## EXPERIENCE

### CODEFATHER | Unity Developer

Dec 2025 – May 2026

Worked on a commercial Unity project with focus on demo scenes, UI integration and asset workflows

- Developed and polished Unity demo scenes for asset presentation and internal review
- Implemented reusable workflows for asset setup and scene building
- Integrated UI screens, popups and prefab-based systems
- Worked with modular architecture and Git-based team workflow
- Supported localization system integration and multilingual UI validation

## PROJECTS

### Rushline (Endless Runner) — Main Project

- Implemented core gameplay loop, obstacle system and player controls
- Built modular gameplay architecture and UI flows (menus, HUD)
- Optimized performance for mobile devices

**Car Repair Shop** (3D Idle Tycoon) — AI worker system, economy and JSON save

**Vertex Puzzle** (Puzzle Game) — progression system, gameplay logic and UX

**Golf** (Arcade Mobile Game) — physics-based gameplay and shot control

**Simple Runner** (Endless Runner Prototype) — procedural generation and runner mechanics

## EDUCATION

### Simon Kuznets Kharkiv National University of Economics

Master's Degree, Computer Science

September 2024 – December 2025

### Simon Kuznets Kharkiv National University of Economics

Bachelor's Degree, Computer Science

October 2020 – June 2024