

Bazaiev Yurii

Mykolaiv, 57300, Ukraine.

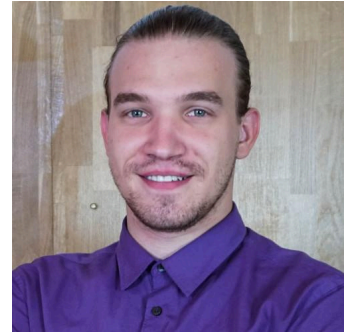
Mail: bazaiev.yurii@gmail.com

Linkedin: [linkedin.com/in/bazaev-yuri](https://www.linkedin.com/in/bazaev-yuri)

Telegram: [@OXAYAZA](https://www.instagram.com/oxayaza)

Skype: [diital_punk](https://www.skype.com/people/diital_punk)

Portfolio: oxayaza.github.io



Summary

Unity Game Developer with 3 years of experience in game development and 8 years in frontend development. A collaborative team member focused on delivering consistent solutions, meeting deadlines, and paying close attention to detail. Quick to adapt to new concepts and technologies.

Experience

TAB Apps (Remote)

Unity Game Developer (Nov 2023 – Present)

- Engineered a prototype application from scratch in 3 months, a visual novel in the form of a chat with characters, by using Unity (Unity UI, Particle System, Animations), C# programming language, and third-party packages.
- Built applications for Windows, iOS, and Android operating systems and released on the App Store and Google Play 4 months after the prototype.
- Suggested and launched a web server for testing and conversion of application data, which simplified content organization, work for story writers, and reduced errors amount by 70%.
- Developed shaders and components to extend Unity UI capabilities, which gave more opportunities to improve the design of an application.
- Integrated and configured SDKs: Adapty for application monetization; Realm (MongoDB Atlas Device SDK) for app local database; Firebase for analytics, crash reports, remote configuration, and global database.

Cartified (Remote)

Unity Game Developer (Jan 2022 – Dec 2023)

- Engineered a sophisticated minimap system with different layers for terrain, areas, players, and resources, which led to a 20% decrease in user errors during gameplay interactions.
- Designed an editor extension using the UI Toolkit for rendering map tiles which shortened the recreating process by 10%.
- Integrated Unity Addressable Asset System to minimap terrain layer, which decreased memory usage during gameplay and improved rendering speed by 60%.
- Designed game features such as a physics-based vehicle flip system and a game points system.
- Created environmental visual effects using the Unity Particle System to enhance the user experience.
- Integrated Discord Game SDK to promote the game by changing the status in the Discord app.
- Created interface elements like a popup confirmation window, checkboxes, range sliders, and dropdowns to improve user experience.
- Conducted a comprehensive analysis of performance bottlenecks, implementing targeted code optimizations that reduced CPU usage by 3%, improving gameplay stability for all users.

GeeksForLess Inc. (Mykolaiv, Ukraine)

Frontend Developer (Dec 2020 – May 2022)

- Upgraded 100+ UI components for a resort website. Used React.js to generate markup, Sass to generate styles, JavaScript for complex components, and Webpack to manage project modules.

TemplateMonster.com (Mykolaiv, Ukraine)

Frontend Developer/Lead Frontend Developer (Oct 2015 – Nov 2020)

- Assembled 50+ website templates by using standard HTML and CSS practices. Used Pug and Sass preprocessors for repetitive UI components, and Gulp toolkit to enhance development speed.
- Updated and improved 20+ legacy website templates already on the marketplace.
- Developed 10+ custom JavaScript and jQuery plugins to enhance user experience with website templates.
- Established a feedback loop with developers to continuously refine task-handling strategies, which led to a 30% time spent reduction on complex issues while maintaining high-quality output.
- Led a small team of 3-5 people to create two successful flagship department projects.
- Recommended and published a local development server package on Node.js and Express which enhanced work speed to 20%.

Skills

Generic programming: OOP, SOLID.

Programming Languages: C#, JavaScript (ES5/ES2015), TypeScript, Python.

Other Languages: HLSL, Cg, HTML, CSS, Sass, Pug.

Databases: MongoDB, Realm (MongoDB Atlas Device SDK).

Development tools: JetBrains IDEs, Unity, Blender, Figma, Adobe Photoshop, and Illustrator.

Other Technologies: Unity addressable asset system, Unity Ads, Google AdMob, Firebase (Crashlytics, Remote Config, Analytics, Firestore), Unity Netcode for GameObjects (NGO), SteamVR Unity, Unity Editor Extensions, Inverse Kinematics, Node.js, React.js, Express.js, Webpack, Gulp.

Languages: English Intermediate B1, Ukrainian Native.

Education

Admiral Makarov National University of Shipbuilding (Mykolaiv, Ukraine, Sep 2010 – Jan 2016)

Master of Science (MS), Marine Instrumentation, Precision Mechanics Devices