VIACHESLAV KOKHANOVICH

Technical Artist with experience in **Unity**. I specialize in developing and implementing game ideas, prototyping mechanics using **C#**, creating shaders and visual effects. I set up levels, cameras, and lighting, and optimize content for mobile platforms. I collaborate with the team to integrate assets, write technical documentation, and streamline workflows.

PERSONAL

Name
Viacheslav Kokhanovich

Email
softcollider@gmail.com

LANGUAGES

English ★★★

WORK EXPERIENCE

Apr 2020 - Present

Technical Artist / Level Designer

Project First LLC, Remote

- Prototyping and Implementation: Transforming literary design documents into functional prototypes and detailed technical blueprints, including step-by-step instructions for developers.
- Multi-disciplinary Coordination: Organizing and aligning tasks between artists and developers.
- Visual and Technical Effects: Designed over 15 custom shaders in Shader Graph and created more than 150 particle effects.
- Design and assemble thematic locations.
- Building UI structures, followed by integration and assembly using finalized graphics
- Content Integration: Assembling all assets into fully functioning mini-games and activities, including levels, mechanics, and user interfaces.

To date, more than 30 mini-games and activities have been implemented, along with approximately 50 simple interactive elements designed

Apr 2020 - Dec 2021

Level Designer

TOPchan Games, Remote

Assembled levels for various mobile games, including runners, puzzles, and homescapes-like games

Jan 2015 - Sep 2015

Broadcast Audio Engineer

RZD TV, Moscow

Live sound mixing on news and talk-shows

Sep 2012 - Sep 2020

Sound Engineer

M-Production (MB Group), Moscow

Developed and implemented audio signal chains and technical setups for reality shows and television programs, as well as live events. Planned and configured multi-channel recording systems and other audio solutions based on project and team requirements.

Sep 2008 - Sep 2012

Sound Engineer

Freelance

Operating with lavalier and boom microphones on films set

EDUCATION AND QUALIFICATIONS

Jan 2024 - Feb 2024

Certificate: Video Game Optimization

Udemy

Nov 2023 - Dec 2023

Certificate: Junior Programmer

Unity Learn

Dec 2022 - Jan 2023

Certificate: Creative Core

Unity Learn

Sep 2008 - Aug 2013
Specialist Degree in Sound Engineering
Humanities Institute of TV&Radio Broadcasting named after M.A. Litovchin, Moscow

Jun 2007 - Aug 2007
Training Courses: Adobe Photoshop
Lomonosov Moscow State University (MSU), Moscow

Jun 2006 - Aug 2006
Training Courses: Programming with C++
Moscow Institute of Physics and Technology (MIPT), Moscow

Mar 2025 - Jun 2006
Training Courses: HTML and Web-Design
Moscow Institute of Physics and Technology (MIPT), Moscow

SKILLS

Unity Engine	★★★★☆
Adobe Photoshop	★★★★☆
Adobe Audition	★★★★☆
Adobe Premiere	★★☆☆☆
C#	★★☆☆☆
Blender	★★☆☆☆