



OLEG SECHOVCOV

UNITY & C# GAME DEVELOPER

CONTACT



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LINKS



[Portfolio](#)



[Linkedin](#)



[Github](#)

LANGUAGES

Danish, English, Russian

PROFILE

Unity and C# developer with commercial Steam release experience, freelance client work and a background in multiplayer development. My focus is gameplay programming and building game systems. Currently studying an MSc in Game Design at ITU Copenhagen.

EXPERIENCE

Lead Programmer / Unity Developer — Teacup Games, Hell Dive
Game released January 2025

- *Pitched the original concept and helped take the game from prototype to commercial Steam release.*
- *Implemented gameplay systems in Unity and C#, taking on lead programming responsibilities as the team grew and collaborating with art, design and audio specialists.*
- *Hell Dive was nominated for Best Debut at Spilprisen 2026.*

Freelance Unity Developer — DYSO
2026

- *Independently designed, programmed and delivered an industrial training simulation MVP within three months.*
- *Turned client requirements and Canva mock-ups into an interactive production-line training tool, ready for demonstration and testing with the client's first customer.*

Student Instructor — SDU Takeover
2024–2026

- *Taught game development and learning technology at upper-secondary schools across Denmark, adapting technical subjects to different student groups.*

Game Development Mentor — UngAalborg GameLab
2022–2023

- *Led weekly Unity and programming sessions for five students and helped organize game jams.*

EDUCATION

MSc in Game Design — IT University of Copenhagen
2026–Present

BSc in Game Development and Learning Technology — University of Southern Denmark
Completed 2026

TECHNICAL SKILLS

Development: Unity, C#, gameplay programming, systems design, object-oriented programming.

Multiplayer: Mirror, Steamworks.NET, synchronization

Tools: Git, GitHub, FMOD

Additional: SQL, PostgreSQL, MongoDB, Python, JavaScript