

OLEG SECHOVCOV

C# DEVELOPER | MSC STUDENT

CONTACT

Odense, Denmark

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olegsechovcov@gmail.com

LINKS

Portfolio

LinkedIn

GitHub

LANGUAGES

Danish, English, Russian

PROFILE

C# developer and MSc in Games student at ITU Copenhagen, with commercial release experience and freelance client work. Experienced in object-oriented programming, systems design and taking projects from requirements to delivery. Combines independent problem-solving with collaboration across technical and creative disciplines.

EXPERIENCE

Freelance Unity Developer - DYSO

August 2025 - August 2026

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

Lead Programmer / Unity Developer - Teacup Games, Hell Dive

August 2024 - April 2026

- *Implemented C# gameplay systems and took on lead programming responsibilities as the team grew.*
- *Collaborated with art, design and audio specialists to take the game from prototype to commercial Steam release in January 2025.*
- *Hell Dive was nominated for Best Debut at Spilprisen 2026.*

Student Instructor - SDU Takeover

2024 - 2026

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

Game Development Mentor - UngAalborg GameLab

2022 - 2023

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

EDUCATION

MSc in Games - IT University of Copenhagen

2026 - Present

Game design and development, user research and practical projects in interdisciplinary teams.

BSc in Game Development and Learning Technology - University of Southern Denmark

2023 - 2026

Programming, networking, databases, AI, UX and project management, applied through game and interactive technology projects.

TECHNICAL SKILLS

Core: C#, object-oriented programming, systems design, Unity, Git, GitHub.
Additional: SQL, PostgreSQL, MongoDB, Python, JavaScript.
Multiplayer & audio: Mirror, Steamworks.NET, synchronisation, FMOD.