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```
ChatManager.cs | Inventory.cs | Drag.cs | - | Inventory | - | s
Assembly-CSharp
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}
yield return new WaitForSeconds(-2f);
}
if (online == 0) {
    for (int a = 0; a < invPanel.childCount - OtherAmount; a++)...
    for (int q = 0; q < qslots.Count; q++)...
    string dts = string.Format("{0:N1}", ind.healthAmount) + "!" + string.Format("{0:N1}", ind.foodAmount) + "!" + string.Format("{0:N1}", ind.waterAmount) + "!" +
    string dtsm = ind.MaxHealth.ToString() + "!" + ind.MaxFood.ToString() + "!" + ind.MaxWater.ToString();
    PlayerNetworkObject pl = new PlayerNetworkObject {
        uid = uid,
        nm = PlayerNickname,
        m = (int)coins,
        dts = dts,
        dtsm = dtsm,
        p = passw,
        l = logi,
        id = id,
        PocketSlots = PocketSlots.ToList(),
        QuickSlots = QuickSlots.ToList(),
        c = (chatManager.NotMuted == true ? "1" : "0"),
    };
    //string json = JsonUtility.ToJson(pl, true);
    //RestClient.Post("https://laflare-5e30c-default-rtdb.firebaseio.com/nicknames/11111.json", pl);
    //print("id = " + id);
    try { RestClient.Patch<PlayerNetworkObject>("https://laflare-5e30c-default-rtdb.firebaseio.com/players/" + id + ".json", pl); } catch (Exception e) { print("err"); }
    yield return null;
}
else {
    StopGame("Connection lost.");
    yield return new WaitForSeconds(3);
    Application.Quit();
}
```

Education

- Collegium Da Vinci specialization Game Development 2023-2026
- Self-education, books

Portfolio

<https://luckyfox-lolgaming.itch.io/>

Languages

- Ukrainian (Native)
- Russian (B2)
- Poland (B1)

Programs

- Unity
- Visual Studio 2022
- Sublime text 3
- Firebase

Soft skills

- Communication
- Teamwork
- Creativity
- Attention to details
- Adaptability

Hard skills

- Computer programming
- C#, Python, Java, Rest
- Project management
- Code optimization