



Shmydko Vitalii

Middle+ Unity Developer

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Location: Kyiv, Ukraine

Summary

Middle+ Unity developer with 5 years of experience. Worked on mid-core, standalone, casual, mid-core games for standalone and mobile platforms.

Experience

Unity Middle+ Developer

2023 - 2024

Enixan

1 year

I'm working on a mid-level client-server game - Homesteads: Dream Farm. Implemented addressables (Remote Content Delivery), entry point, service model, redesigned resource management to optimize and improve the game experience and increase code stability. We used profiling and memory profiling to find the causes of fps drops, memory leaks, slow loading times of scenes and assets. Developed and added a mini-game with hidden objects. creation of custom tools for editor (editor extension) to help game designers and optimize work with remote content and prefabs

Unity Middle Developer

2022 - 2023

TeamPulse

1 year 8 month

Developed a client-server application using native plugins for iOS and Android. Developed the meta part of the application, developed the UI using the MVP pattern. Also, supervision of the junior team, mentoring, code review, etc.

Unity Junior Developer

2021 - 2022

RaccoonCare

10 month

I developed casual runner and clicker games from sketch to release. I improved my code architecture skills and gained a lot of experience in creating game mechanics, finding and solving problems.

Hardware C Developer

2019 - 2021

Raccoon Inc.

1 year 9 month

I developed systems for airplanes and helicopters in C for ARM processors. Based on the received data sets, he created algorithms for their processing. Developed algorithms for motion capture systems, and with the help of programs written for PC, tested the operation of microcontrollers and the transmission of data packets and their final processing. This knowledge helped me in creating client-server relationships and working with quaternions.

Certifications

Architecture Unity Games

Knowledge Syndicate

Entity Component System

Knowledge Syndicate

Utility AI

Knowledge Syndicate

Addressables

Knowledge Syndicate

Unit Testing

Knowledge Syndicate

Game Design

IT Education Academy (ITEA)

Portfolio



Projects Links

<https://github.com/Dealode/Portfolio>

Skills

• Unity + C#

Design Patterns, Unity AI, REST API, TCP, UDP, WebSocket, Unit + Integration Tests

• SDK Integration

Firebase, dev2dev, Pley

• Android/iOS

Build + Deployment

• Technologies

UI/UX uGUI, Entitas, Addressables, Animations, Animator, Particle System, Text Mesh Pro, Custom Inspector, Editor Custom Tools, DoTween, UniTasks, Zenject/Extenject, Unity Cloud Build

• Game Design

Mid-core

• Other

Git, Agile/Scrum

Education

2021

Igor Sikorsky Kyiv Polytechnic
Institute
University

Language

Ukrainian (Native)

English (Pre-Intermediate)