



# Shmydko Vitalii

## Middle+ Unity Developer

Telegram: @ShmydkoVitalii

Email: karleonev@gmail.com

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

2024 - now

StripedArts

6 month

Refactored the project to optimize resource usage and reduce CPU and GPU load, significantly improving performance. Conducted thorough code reviews to ensure code quality, maintainability, and adherence to best practices. Restructured team workflows and processes to enhance efficiency, collaboration, and delivery timelines.

### 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

- Designed and developed casual runner and clicker games from concept to release.
- Enhanced skills in code architecture, focusing on clean, modular, and maintainable solutions.

### Hardware C Developer

2019 - 2021

Raccoon Inc.

1 year 9 month

- Developed embedded systems for airplanes and helicopters using C for ARM processors.
- Designed and implemented data-processing algorithms based on complex datasets.
- Created motion capture algorithms utilizing quaternions for precise orientation and rotation handling in 3D space.
- Developed PC-based testing programs to evaluate microcontroller performance, ensuring accurate data packet transmission and validation of final data processing.
- Gained experience in building client-server architectures and leveraging quaternion-based mathematical models to enhance system accuracy and efficiency.

## 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, TeamCity

## Education

2021

Igor Sikorsky Kyiv Polytechnic  
Institute, 151  
University

## Language

Ukrainian (Native)

English (Pre-Intermediate)