



Andrii Horlov

Unity Developer
Porto, Portugal

andreygorlov@gmail.com

<https://www.linkedin.com/in/fidgetik/>

+380 664 252 080

+351 913 486 330

Profile

Unity Software Engineer with +4 years of experience in VR/AR application development. Especially skilled in VR training and VR/AR exhibitions. Amateur in Game development.

English level: Upper-Intermediate

Education

2019 Unity 3d Education

— Certificate of completion Unity Academy in Kharkiv

2012 Kharkiv National Aerospace University

— Specialist of System Software
2016

Key Skills

Professional

C#, Unity
OVR Unity SDK, PICO Unity SDK
XR Interaction Toolkit
AR Foundation, Easy AR
Photon Engine, Agora SDK
Firebase, API Integration
GIT,
Unity customization

Employment

2019 Unity developer at TSUKAT

— Extensive involvement with VR Trainings.
2023 Worked on the own Unity tool, that helps you to do routine tasks. Developed a lot small AR applications.

Responsibilities:

- Designed projects architecture;
- Took part in the internal VR Training system;
- Was a mentor for a new specialist;
- Took part in interviewing.

2023 Self-employed

— Created a few VR projects with
Now multiplayer and artificial intelligence.
Produced a few 2D games.

Useful links:

<https://github.com/FidgHorlov>

[Portfolio](#)

Personal

Communication
Problem solving
Flexibility
Time management
Teamwork Creativity
Meeting deadlines
Attention to details
Desire to learn