Vladyslav Sapkovych

Full-Stack / AI / Game Modding Engineer

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Ukraine

Summary

Award-winning software engineer delivering robust **Python, JS, C#, and Lua** solutions. Expert in **reverse engineering** and developing creative **AI, web, and gaming** applications. Notable **open-source contributor** with regional CS competition victories.

Skills

Languages/Frameworks: Python, PyTorch, C#, Lua, JS/TypeScript (React, Next.js, Svelte, Express.js), GDScript, C++

Tools/Platforms: Unity, Unreal Engine 4 (UE4SS), Blender API, SQLite, GitHub Actions, Linux

Key Projects

- **RimMercenaries (RimWorld Mod, 2025)**: 14k+ views, 3.5k+ subscribers. Complex C# systems, XML gameplay enhancements.
- **Hidden-Bat Detector (PyTorch, 2023)**: ResNet50 fine-tuned on 100% synthetic data; 35% pass@1 accuracy on real validation.
- **Payday 3 Audio Mod (UE4SS, 2025)**: Reverse-engineered audio via Wwise API patching for dynamic in-game modifications.
- **vk-kiriban-catcher (Next.js, 2024)**: Real-time VK milestone tracker using serverless backend and WebSocket notifications.
- **io_scene_mdl (Blender Addon, 2023)**: Reverse-engineered proprietary Men of War .mdl format; built Python importer/exporter.

Open Source & Community

- Contributor to popular GitHub developer tooling and algorithm visualization libraries.
- Volunteer DevOps & Lua Developer, Crystal Horizons GMod Server (CI/CD, optimization), 2024–2025.
- Tutored 30+ students in programming, math, physics; conducted coding workshops.

Education & Honors

- **Gold Medal Graduate**, Economic Lyceum of Odesa State Parliament (2025, GPA 4.9/5)
- **Winner**, Odesa Region Computer Science Olympiad (Python), 2023 & 2024

Professional Timeline

- **2025**: RimMercenaries launch, Payday 3 mod development, graduation with honors.
- **2024**: vk-kiriban-catcher creation, Crystal Horizons volunteer DevOps.
- **2023**: Synthetic-data ResNet50 project, Blender .mdl addon development.

Languages

English, Ukrainian, Russian (Fluent); German, Slovak (Intermediate); Chinese, Spanish (Basic)

Interests

Reverse Engineering | AI Interpretability | Procedural Generation | Algorithm Visualization