

PAUL KOKHANOV

Software Engineer • C++ Developer

✉ paul.kokhanov@gmail.com |  linkedin.com/in/paulkokhanov |  paulkokhanov.com

TECHNICAL SKILLS

Programming Languages: C++, C#, Java, JavaScript, Python, TypeScript

Technologies: Git, Perforce, Visual Studio, OpenGL, Unreal Engine 5, Unity

EXPERIENCE

Software Engineer | *Tactic Studios*

May. 2025 – Sept 2025

- Developed and optimized real-time systems in Java for a proprietary engine powering "Killer Inn", resolving 3 race condition exploits by creating interactive object validation logic
- Overhauled chat system with new whisper mechanic and rebuilt backend logic; added server-side debugging tools replicating edge cases, reducing bug reproduction time for QA by ~ 10 minutes
- Revamped and deployed reusable UI components by upgrading in-house engine tools, accelerating developer iteration speed and enabling streamlined deployment of 3 new game features

Software Engineer | *PlayCo*

Jan. 2025 – May 2025

- Produced high-performance modular systems serving 5M+ active players, implementing event-driven architecture with focus on memory efficiency and CPU optimization
- Coordinated with the engine team to migrate testing modules to an async framework, reducing redundant code by 5% and improving CI/CD efficiency
- Led full-stack development of "Treasure Express" feature, implementing both engine-level systems and user-facing interfaces with 83% user adoption rate

HCI VR Research Assistant | *University of Waterloo*

Feb. 2024 – Apr. 2024

- Coded VR prototypes in Unity to test menu interaction techniques, capturing latency/error metrics across 30+ trials for statistical analysis
- Designed UI and object manipulation systems with precise 3D positioning, anchoring, and gesture validation, enhancing user experience and interaction accuracy in virtual environments

Software Developer | *TextNow*

May. 2022 – Aug. 2022

- Integrated key features for the TextNow Android App with over 10M+ daily users as part of the Platform Team
- Implemented and shipped Android's "Bubbles" conversation feature to enhance multitasking UX for over 10M+ users
- Investigated and influenced solutions to startup performance issues found using stack traces to improve application launch time by ~ 250 ms

PROJECTS

3D Painter Tool - (github.com/PaulKokhanov1/OpenGLPainter)

Technologies: OpenGL

- Created custom rendering engine in C++, enabling millisecond-accurate object interactions for UI and editing tools
- Introduced Möller–Trumbore triangle-level intersection, enabling object selection in scenes with 750k+ triangles
- Designed user interaction workflow enabling object selection and painting via mouse-controlled raycasts

Fishing Simulator - (github.com/PaulKokhanov1/FarmingSimulator)

Technologies: Unreal Engine 5

- Engineered a genetic algorithm using C++ to simulate an evolving ecosystem, yielding 1,000,000 unique fish
- Incorporated MVP framework, decoupling game logic from display, enabling parallel development over 4 UI modules

VR Multiplayer Escape Room - (github.com/georgia-alpajaro/Quest3_Escape_Room)

Technologies: Meta SDK, Photon Fusion 2

- Coded scalable multiplayer with Host/Client architecture supporting 10 concurrent players
- Applied debugging tools and profilers to reduce network latency by ~ 25ms and optimize player interactions

EDUCATION

University of Waterloo

Waterloo, ON

Bachelor of Applied Science in Electrical Engineering - Cumulative GPA: 92.91%

Sept. 2020 – Apr. 2025

Relevant Courses: Co-operative and Adaptive Algorithms, Algorithms and Data Structures