**Pavlo Myrskyi**

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**Professional Summary**

Innovative Unity Developer with over 5 years of expertise in multiplayer and multi-platform game development, known for crafting immersive, seamless player experiences. Collaborative problem-solver with a passion for optimizing gameplay systems and enhancing player engagement through cutting-edge technical solutions. Renowned for mentoring and fostering team growth, while driving impactful business outcomes through strategic development practices.

**Skills**

* **Programming:** C#, Unity, Gameplay Mechanics, Optimization Techniques, Team Leadership
* **Technical:** Unity, C#, Gameplay mechanics development, Multi-platform optimization, NPC/enemy behavior systems
* **Soft Skills:** Leadership, Collaboration, Communication, Problem-Solving, Mentoring, Adaptability, Cultural Sensitivity

**Work Experience**

**Unity VR Engineer** at Lucid Reality Labs (Contract)Sep 2024 – Dec 2024

* Architected an adaptive AI-driven prompting system in Unity, boosting session duration by 40% for autistic children
* Developed asynchronous programming patterns using C# to enhance third-party SDK integration, achieving seamless gameplay systems interaction

**Lead Unity Engineer** at Galaxy4GamesJun 2023 - Sep 2024

* Engineered Unity-based core gameplay mechanics in C# for multi-platform titles, boosting player retention by 25%
* Optimized rendering pipelines to improve frame rates on low-end devices, achieving a 30% increase in overall game performance
* Designed and implemented a first-of-its-kind UI architecture using MVVM, cutting iteration time by 30%
* Established code quality standards, reducing critical bugs by 40% while mentoring junior developers in optimization techniques

**Unity Software Engineer** atWhimsy GamesJul 2022 - Jun 2023

* Engineered cutting-edge gameplay systems that supported 1,000+ concurrent players, overcoming network latency issues to deliver seamless multiplayer experiences
* Designed and implemented first-of-its-kind environmental interaction systems, boosting game performance by 35% through targeted code quality and performance optimization

**Unity Engineer** at Appside Sep 2020 - May 2022

* Engineered a first-ever multi-platform gameplay system prototype that enhanced player movement, boosting engagement by 25%

**Unity Developer** at WOUFFAug 2019 – Jul 2020

* Designed and implemented responsive UI frameworks using Unity and C#, achieving 100% compatibility across diverse mobile resolutions

**Education**

**Bachelor of Computer Engineering** at Taras Shevchenko National University Sep 2019 - Jun 2023

* Developed an IoT-based testing platform for Smart Home Systems

**Self Study**

* Developed advanced Unity skills by creating stealth and NPC systems for a historical 2.5D adventure project
* Enhanced C# proficiency through prototyping and optimizing multi-platform gameplay features in Unity

**Volunteer Work and Interests**

● **Volunteer Work**: Team Lead, IFSA Study, Prague (Jan 2025 – Present). Leading a team of students in developing the Pinted.io project, coordinating tasks, and guiding technical decisions to foster collaboration and professional growth.

● **Interests**: Reading Fantasy, Tennis (7+ years), Hackathons, and Software Development

**Portfolio:** pavlomyrskyi.com