**Pavlo Myrskyi**

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**Professional Summary**

Experienced Unity Developer with 5+ years specializing in C# development across multiple platforms. Proven track record in optimizing performance, developing reusable systems, and ensuring high-quality deliverables. Seeking a Senior/Lead Unity Developer position to contribute technical expertise in game development.

**Skills**

* **Programming:** C#, OOP, DOTS, SOLID design patterns
* **Platforms:** PC, Mobile (iOS/Android), VR
* **Technical:** Code optimization, Modular system design, UI development
* **Soft Skills:** Independent problem-solving, Team collaboration, Technical documentation

**Work Experience**

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

* Architected and implemented an adaptive AI-driven prompting system for a VR app serving autistic children, resulting in 40% increased session duration and measurably improved learning outcomes across key metrics
* Developed asynchronous programming patterns for the VR app's third-party SDK integrations, ensuring smooth interaction between different system components

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

* Engineered high-performance, scalable gameplay features in C# for multi-platform titles, resulting an increase in player retention and successful deployment across mobile platforms
* Designed and implemented a comprehensive UI architecture using MVVM pattern that reduced iteration time by ~30% and enabled artists to modify interfaces without programmer intervention
* Optimized rendering pipelines and memory management systems that improved frame rates on low-end mobile devices
* Established code quality standards and review processes that reduced critical bugs in production builds while mentoring junior developers on optimization techniques

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

* Architected core networking systems for a multiplayer game with focus on profiling and optimizing GPU/CPU performance to support concurrent players
* Integrated third-party SDKs (analytics, ads, IAP) into the game ecosystem while maintaining performance standards on mobile platform requirements

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

* Engineered reusable component systems using advanced C# techniques while adhering to OOP principles and SOLID design patterns
* Developed performance-optimized systems for mobile games with careful attention to memory usage and battery efficiency

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

* Optimized critical rendering systems with URP, improving overall performance while maintaining visual quality
* Implemented responsive UI frameworks that automatically adapted to different screen resolutions and aspect ratios across mobile platform requirements

**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**

* Actively participated in online communities and specialized courses on game architecture, SOLID design patterns, and asynchronous programming techniques
* Expanded knowledge of Unity's rendering pipeline (URP/HDRP) by completing practical exercises and implementing advanced rendering techniques in test projects

**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

**Blog:** blog.pavlomyrskyi.com