**Pavlo Myrskyi**

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**Professional Summary**

{{ROLE\_SUMMARY}}

**Skills**

**Technical Skills**

* {{ROLE\_HARD\_SKILLS}}

**Soft Skills**

* {{ROLE\_SOFT\_SKILLS}}

**Work Experience**

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

* {{ROLE\_DESCRIPTION\_LUCID\_0}}
* {{ROLE\_DESCRIPTION\_LUCID\_1}}

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

* {{ROLE\_DESCRIPTION\_GALAXY\_0}}
* {{ROLE\_DESCRIPTION\_GALAXY\_1}}
* {{ROLE\_DESCRIPTION\_GALAXY\_2}}
* {{ROLE\_DESCRIPTION\_GALAXY\_3}}

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

* {{ROLE\_DESCRIPTION\_WHIMSY\_0}}
* {{ROLE\_DESCRIPTION\_WHIMSY\_1}}

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

* {{ROLE\_DESCRIPTION\_APPSIDE\_0}}

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

* {{ROLE\_DESCRIPTION\_WOUFF\_0}}

**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 interactive learning projects focusing on code quality, performance, and scalable architecture
* Self-studied game editor design principles and educational software development techniques for engaging learning experiences

**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