DANIIL ROSTOVSKII

Unity & VR/XR Developer

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PROFESSIONAL SUMMARY

Unity & VR/XR Developer with 5+ years building immersive training simulations and games. Expertise in Unity DOTS/ECS architecture, Meta Quest optimization (72-90 FPS), and cross-platform VR deployment. Delivered 10+ B2B training scenarios for aviation clients including Lufthansa, Swissport, and DHL. Achieved industry-first native USB force feedback wheel support on standalone VR headsets. Seeking Unity/VR or C# development roles in Tokyo. **Eligible to work in Japan.**

TECHNICAL SKILLS

Languages: C# (6 years), Python, Java, JavaScript

Game Engines: Unity 3D, Unity 6, URP, HDRP

Unity Advanced: ECS (Entity Component System), DOTS (Data-Oriented Technology Stack), Burst Compiler, C# Job System, Unity Physics, Addressables, Timeline, Animator Controller

VR/XR Platforms: Meta Quest SDK, OpenXR, PICO SDK, SteamVR, Oculus SDK, Android NDK

Specialized: Obi Physics, Custom IK Systems, NavMesh, Behavior Trees, FMOD, Photon Networking, Multiplayer Systems

Architecture: Dependency Injection (DI), Zenject, UniRx, Object-Oriented Programming (OOP), Design Patterns, SOLID Principles

Tools: Git, Perforce, Jira, Confluence, Unity Profiler, OVR Metrics Tool, Visual Studio, JetBrains Rider

PROFESSIONAL EXPERIENCE

AVIAR — Unity C# DeveloperDec 2023 – Present

Aviation VR Training & Simulation | aviar.nl

- Architected and delivered 10+ interactive VR training scenarios for Lufthansa, Swissport, DHL using Unity 6, URP, and DOTS/ECS architecture
- Engineered custom inverse kinematics (IK) systems for Highloader lift mechanisms and implemented Contacts Modification API for realistic belt conveyor physics
- Developed rope/cable/hose simulations using Obi Physics for cargo securing operations with intersection detection and knot creation
- Built custom action-based behavior tree framework integrated with DOTS/ECS for NPC drivers and autonomous vehicles with NavMesh navigation
- **Industry First:** Reverse-engineered USB HID protocols and developed Java-Unity driver plugin, delivering first standalone VR headset with native force feedback steering wheel support—eliminating €1,000+ PC requirement per training station
- Implemented motion sickness mitigation (camera vignetting, visual anchoring, velocity constraints) maintaining 72-90 FPS across Meta Quest and PICO platforms

PromVR — Lead Unity C# DeveloperMay 2023 – Dec 2023

Industrial VR Safety Training | promvr.net

- Led development of VR training platform serving major oil & gas companies, delivering 12 safety compliance modules including work at heights, fire safety, and hazard detection
- Architected unified codebase consolidating 12 independent simulators using Zenject dependency injection, enabling modular product delivery
- Built comprehensive licensing system with online/offline verification through Bitrix24 CRM integration, protecting revenue through anti-piracy measures
- Created automated CI/CD build pipeline supporting multi-platform compilation (Meta Quest, PICO, PCVR) on dedicated build machine

- Developed JSON-based scenario configuration system with runtime loading, enabling non-technical staff to create training content

Ultralab — Unity C# DeveloperOct 2022 – May 2023

VR Game Development | ultra.vc

- Single-handedly developed VR roguelike tower defense shooter from concept to Meta Quest AppLab release, achieving 10K+ downloads
- Architected full ECS implementation managing hundreds of simultaneous enemies and projectiles at 72 FPS on Meta Quest 2 using Burst Compiler and C# Job System
- Implemented custom Boids algorithm for coordinated swarm AI movement patterns with ECS-based pathfinding
- Conducted 150+ playtests with analytics pipeline tracking retention, session length, and difficulty spikes; iteratively refined UX based on quantitative metrics
- Advised internal teams on VR best practices; contributed prototype work for Ultra Boxing VR

Varwin — Unity C# DeveloperAug 2021 – Aug 2022

Enterprise VR Platform | varwin.com

- Developed 40+ Blockly visual programming blocks integrated with Unity backend, expanding platform standard library by 25% for 90+ enterprise clients across 24 countries
- Built VR eye-tracking retail analytics application for Jacobs (JDE) with heatmap visualization and Excel-based shelf layout generation
- Optimized client scenes for standalone VR deployment, improving frame rates from 72 FPS to 90 FPS through profiling, draw call reduction, and LOD implementation
- Delivered 4 major client projects: Russian Railways track maintenance simulator, Naval Museum 360° virtual tour, Auchan retail shopping simulation
- Authored 100+ pages SDK documentation for public developer portal covering API reference, architecture patterns, and development workflows

Earlier Experience (2014–2021)

Freelance Python Developer — Developed facial-recognition software for 100+ public schools; built CV modules for robots and animatronics; created IoT devices with ROS for Arduino, Raspberry Pi, ESP32. **Game & Mobile Developer (Upwork)** — Client-server casual games, Android applications, gamification platforms.

PERSONAL PROJECTS

- **reAbell VR Alpha** — Space action shooter for Meta Quest (Unity, C#) Meta Store
- **JANKERMAN** — VR shooter/tower-defense roguelike for Oculus Quest 2 (Unity, C#) itch.io
- **Candy Jump** — 2D mobile platformer for Android (Unity, C#) Google Play
- **SKENGINE** — 2D Java game engine with software rendering GitHub

EDUCATION

B.Sc. Applied Informatics — MIREA Russian Technological University, Moscow (Sep 2016 – Apr 2020)

LANGUAGES

English: C1 Professional Working Proficiency | **Japanese:** N3 Conversational (currently studying) | **Russian:** Native