

Contact Information

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Summary

As a passionate software engineer with 10 years of experience, I don't just write code but I deliver results. From concept to deployment, I ensure every product meets real-world needs and exceeds expectations.

Skills

- **Programming Languages:** C++, C#
- **Game Engines & Platforms:** Unity3D, Unreal Engine, Cocos2d-x, WebGL, Custom engine development
- **Cross-Platform Development:** macOS, iOS, Android, Windows, Linux; multithreading; low-level debugging
- **Graphics & Rendering:** OpenGL, Vulkan, Metal, Shaders
- **AI & Tools:** OpenAI API, GPT-based tools, Retrieval-Augmented Generation (RAG), LlamaIndex, vector databases
- **Build Systems & CI:** CMake, Make, Gradle, Jenkins, Git, GitHub Actions, CI/CD pipelines
- **Scripting & Automation:** Python, Bash

Professional Experience

Tech Lead (C++), Adverty (Dec 2021–Present)

[AdvertSDK](#)

- **Used intensively:** C++, Metal, Vulkan, OpenGL
- **Achievements:**
 - Successfully led the development and release of the SDK from scratch
 - Introduced TDD processes to the team
 - Led the SDK architecture design
 - Implemented CMake project infrastructure
 - Designed the SDK API
 - Built unit and integration test infrastructure
 - Implemented a graphics library with Vulkan/OpenGL/Metal/DX11 support
 - Developed SDK integrations for Unity3D and Unreal Engine
 - Created a video player with an FFmpeg backend

Senior Software Engineer (C++), King.com (Apr 2020–Dec 2021)

[Pet Rescue Saga](#)

- **Used intensively:** C++
- **Achievements:**
 - Designed a new game architecture based on ECS and data-oriented principles
 - Created debugging tools using the ImGui library
 - Actively participated in codebase refactoring

Senior Software Engineer (C++), Vizer Games (Jun 2019–Apr 2020)

Mahjong Treasure Quest

- **Used intensively:** C++, Cocos2d-x
- **Achievements:**
 - Helped develop a new UI system using an in-house CSS parser
 - Implemented object transformations (transform/scale/rotate)
 - Significantly improved game tools using the ImGui library
 - Designed and implemented a new Flow Actions System

Senior Software Engineer (C++/C#), Gambino (2015–2019)

Slototron.com

- **Used intensively:** C++, Emscripten, JavaScript
- **Achievements:**
 - Developed a PayPal-based payment system with deep C++/JavaScript integration
 - Implemented a request retry mechanism, significantly improving client-server reliability
 - Optimized loading time by batching HTTP requests
 - Built a runnable prototype using C++/Emscripten for Instant Games

Gambino Slots

- **Used intensively:** C#, Xamarin, Dart
- **Achievements:**
 - Worked on a C# to Dart converter based on the Roslyn compiler
 - Rewrote the game in Dart from scratch
 - Ported the in-house C# game engine to macOS
 - Integrated OpenGL's scissor mechanism
 - Integrated Firebase push messaging
 - Refactored and modularized the codebase per platform

Senior Software Engineer (C#), MuGames (2015–2016)

WildRide

- **Used intensively:** C#, Xamarin, Box2D
- **Achievements:**
 - Developed an ad manager supporting multiple providers (Vungle, Chartboost, Unity, etc.)
 - Created a social plugin system for multiple networks
 - Integrated Facebook login, sharing, and friends features
 - Implemented an online contest system
 - Built an anti-cheating mechanism
 - Integrated binary resource formats
 - Established a continuous integration system

Viber Rude Rider

- **Used intensively:** C#, Xamarin
- **Achievements:**
 - Integrated Viber social plugin for login, sharing, and friends

Software Engineer (C#), Gambino (2015)

Gambino Slots

- **Used intensively:** C#, Xamarin, Dart
- **Achievements:**
 - Implemented slot infrastructure using Dart
 - Developed a reels engine

- Built a cheat/debug system
- Fixed loading issues on IE/Edge

Software Engineer (C#), Playtika (2013–2015)

Caesars Casino

- **Used intensively:** C#, Xamarin, Autofac, in-house game engine
- **Achievements:**
 - Developed multiple slot machines and mini-games
 - Implemented a sound manager
 - Refactored the reels engine
 - Built a stub system for server request mocking
 - Helped uncover and resolve bugs in rendering, animation, and sound subsystems

Software Engineer (Python), EPAM Systems Inc. (2012–2013)

Project Name: Under NDA

- **Description:** Monitoring application for large-scale distributed data storage
- **Used intensively:** Python, JavaScript
- **Achievements:**
 - Developed a data aggregation system for metrics collection
 - Wrote unit tests for the entire data collection subsystem