

# Contact information

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## Summary

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A passionate software engineer with 10 years of experience. I enjoy to automate and simplify. Interested in high performance code.

## Skills

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- **Languages:** C++, C#, Python
- **Technologies:** STL, Boost, Unreal Engine, Unity3d, cocos2d-x, Linux, FreeBSD
- **Tools:** Git, CMake, Gradle/Jenkins

## Professional Experience

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Lead Software Engineer (C++), Adverty (2021 Dec - Present).

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### AdvertySDK

- **Used intensively:** C++/Metal/Vulkan/OpenGL
- **Achievements:**
  - Introduced TDD process to the team.
  - Took leadership in SDK architecture design.
  - Implemented CMake project infrastructure.
  - Designed SDK API.
  - Implemented UnitTest and IntegrationTests infrastructure.
  - Implemented texture rendering from WebView to Metal/Vulkan texture.
  - Actively participated in the code review process and team member's support.
  - Implemented a plugin for Unity3d and Unreal Engine.

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

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### Pet Rescue Saga

- **Used intensively:** C++
- **Achievements:**
  - Designed new game architecture based on Entity Component System and Data-Oriented principles.
  - Implemented debug tools using the ImGui library
  - Active participation in refactoring initiative.

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

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### Mahjong Treasure Quest

- **Used intensively:** C++, cocos2d-x
- **Achievements:**

- Active participation in the development of new UI system based on in-house CSS parser
- Implemented object transformations (transform/scale/rotate) for new UI system
- Significantly improved game tools using ImGui library
- Designed and implemented new Flow Actions System

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

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### Slototron.com

- **Used intensively:** C++, emscripten, javascript
- **Achievements:**
  - Implemented payment system using paypal. With deep integration C++ and Javascript
  - Implemented requests retrying mechanism which is significantly improved client/server connection
  - Optimized game loading time by running HTTP requests in batch
  - Implemented runnable game prototype using C++/emscripten on the Instant Games Platform

### Gambino Slots

- **Used intensively:** C#, Xamarin, Dart Language
- **Achievements:**
  - Worked on converter C# to Dart (Based on Roslyn compiler)
  - Reimplemented Dart version of the game from scratch
  - Ported C# in-house game engine on MacOS
  - Integrated scissor OpenGL mechanism into the game
  - Integrated Firebase push messaging system
  - Deep code refactoring. Splitting codebase for specific platforms

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

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### WildRide

- **Used intensively:** C#, Xamarin, Box2D
- **Achievements:**
  - Implemented advertising manager with different AD providers support (vungle, chartboost, unity, etc)
  - Implemented social plugin system to support different social networks
  - Implemented facebook social plugin (log-in, sharings, friends)
  - Implemented online contests system
  - Implemented anti-cheaters mechanism
  - Integrated a binary resources format
  - Implemented a continuous integration system

### Viber Rude Rider

- **Used intensively:** C#, Xamarin
- **Achievements:**
  - Implemented Viber social plugin (log-in, sharings, friends)

## Software Engineer (C#), Gambino (2015-2015)

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### Gambino Slots

- **Used intensively:** C#, Xamarin, Dart Language
- **Achievements:**
  - Implemented slots infrastructure using Dart Language
  - Implemented reels engine system
  - Implemented cheat system
  - Fixed loading issues on IE/Edge browsers

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

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### Caesars Casino

- **Used intensively** C#, Xamarin, Autofac, In-house game engine
- **Achievements:**
  - Implemented a bunch of new slots and mini-games
  - Implemented sound manager
  - Refactored reels engine
  - Implemented server requests stub system
  - Helped to discover and fix a lot of bugs in the game engine (render system, animation system, sound system)

## Software Engineer (Python), EPAM Systems Inc (2012-2013)

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### Project Name: Under NDA

- **Description:** Monitoring application for large distributed data storage systems.
- **Used intensively:** python, javascript
- **Achievements:**
  - Implemented a collecting system that aggregates metrics from data storages
  - Covered the data collecting system with unit tests