

# Vladyslav Sachenko

📍 Hamburg, Germany

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Passionate C++ developer with a strong interest in real-time rendering, low-level optimization, and game engine programming.

## EXPERIENCE

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### C++ Engine/Render Developer

Dec. 2022 – July 2023

*Dragons Lake*

*Remote*

- Implementation of new features for the rendering engine
- Work on a DirectX11 custom engine

## PROJECTS

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### Hikai | <https://github.com/VladSach/Hikai>

Dec. 2023 – Present

- A sandbox game engine to learn about graphics techniques
- Written in C++ and utilizes Vulkan
- Featuring a Deferred rendering pipeline to support complex lighting and material systems
- Model loading via assimp, ImGui-based editor, and DXC for shader compilation

### Hikage | <https://hikage.pages.dev>

Jan. 2023 – June 2023

- A browser-based environment for real-time shader development
- Support for both Vertex and Fragment Shaders written in GLSL
- Interactive viewer with 3D models uploading and rendering using WebGL and Three.js
- Live shader editor with real-time preview for ease of debugging and development effects

## TECHNICAL SKILLS

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**Main:** C, C++, Lua, HLSL, Vulkan, DirectX11

**Tools:** RenderDoc, Nsight, VTune

**Rendering Techniques:** PBR, IBL, GI, Deferred/Forward+ rendering, Screen Space effects

**Engines:** Unreal Engine, Unity, CryEngine

## OTHER SKILLS

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**Languages:** Native Ukrainian speaker; fluent in English, Russian; conversational proficiency in German

## EDUCATION

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### NTUU “Igor Sikorsky Kyiv Polytechnic Institute”

Sep. 2019 – June 2023

*Bachelor of Software Engineering*

*Kyiv, Ukraine*