

# Yahor Paulovich

Date of birth: 3/7/1999

CREATIVITY • PERFORMANCE • SELF-DEVELOPMENT • COMMUNICABILITY • TRAINABILITY



## Unity Developer

DESIRED POSITION

Game Developer

OBJECTIVE



## SUMMARY

I am focused on creating maintainable and scalable solutions that meet the needs of OOP and SOLID principles & business goals.

I specialize in writing clean code architecture using DI, applying design patterns, and implementing various gameplay mechanics.

I love to solve complicated problems in a simple and beautiful way and by giving a problem to me you can be sure I found a creative solution for it!

## PORTFOLIO


<https://github.com/YahorPaulovich/Portfolio>

<https://github.com/YahorPaulovich>

<https://yahor-paulovich.itch.io>


## CONTACTS



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Pogodna Bialystok, 15-354, Poland

## LANGUAGES

EN

B1+

I have no problem reading technical documentation, but I still need to improve my English

BY

Native

PL

A2

UA

C2

RU

C2

## EXPERIENCE


**Unity Developer** Jan 2024 - Present · 3 mos

**Hype Games FZE LLC** · Part-time

Dubai, United Arab Emirates · Remote

Prototyping Action and Casual games.

**Skills:** C# · Unity · Zenject · WebGL.

**Middle Unity Developer** Feb 2024 - Mar 2024 · 2 mos

**Voidverse Studios** · Full-time

Toronto, Ontario, Canada · Remote

**Skills:** C# · Unity · Zenject · Mobile Application Development.

**Unity Developer** Oct 2023 - Present · 4 mos

**Extension Forces** · Part-time

Buenos Aires, Argentina · Remote

Simulator game development and Xreal Light MR/VR/AR prototyping in an outsourcing company.

**Skills:** C# · Unity · Virtual Reality (VR) · Augmented Reality (AR) · Mixed Reality (MR) · Zenject.

**Unity Developer** May 2023 - Dec 2023 · 8 mos

**Freelance**

Remote

Prototyping Action, Adventure and NDA Indies games development for clients on Upwork and Facebook.

**Skills:** C# · Unity · Zenject · Hyper Casual Game Development · ML-Agents.

**(Principal) Unity Developer** Jul 2023 - Sep 2023 · 3 mos

**ARROWS** · unpaid startup

Almaty, Kazakhstan · Remote

I focus on programming game mechanics and optimize performance, debug issues, and implement new features. I collaborate with 2D and 3D artists and UI/UX designers in my team.

**Skills:** URP Custom Renderer Features · Multithreaded Programming · DOTS · Animation Rigging · Gameplay Programming · Software Development · C# · Unity.

**Unity Developer** Jan 2023 - Apr 2023 · 4 mos

**Gamedev Camp** · Seasonal

Vilniaus, Lithuania · Remote

Online mentorship program for game developers with a focus on talent from Ukraine, Lithuania, Poland and around. I won a grant to participate in the second season.

**Skills:** C# · Unity · Unity's Data-Oriented Technology Stack · Gameplay Programming · Software Development · Communication · English.

**Unity Developer** Jul 2021 - Jul 2022 · 1 yr 1 mo

**Gammister** · Full-time

Dubai, United Arab Emirates · Remote

Developing the NDA gambling project from scratch to a finished prototype and to beta testing on the Google Play Store.

The project was quite complex and innovative, I learned a lot.

**Skills:** C# · Unity · ASP.NET Core SignalR · ASP.NET Entity Framework Core · Microsoft SQL Server · Docker · Ubuntu Server 20.04 LTS · Git · Postman · Android · Mobile Application Development · Problem Solving · Software Design Patterns · OOP.

# HARD SKILLS

## TECHNICAL SKILLS

**Languages:** C#  
**Game Engine:** Unity  
**Platforms:** Android, PC, WebGL and Pico VR

## VCS

Git

## NETWORKING

Mirror Networking

## NON-RDBMS

Firebase Database

## ARCHITECTURAL SKILLS

In OOP style, I can design  
Clean, Onion, Hexagonal  
and Data Driven  
Architecture

## PACKAGES

UI, Tilemap, Animations, Timeline, Animation Rigging, Cinemachine, Physics, New Input System, AI Navigation, Audio, Localization, Addressables, URP Renderer Features, Shader Graph, Visual Effect Graph, Particle System, IAP, ...

## PLUGINS

DOTween, Google Play Games, A\* Pathfinding Project Pro, Agents Navigation, Amplify Shader Editor, FMOD for Unity

## SDKs

PicoVR Unity SDK, GameAnalytics, AppsFlyer, OneSignal SDK

## LIBRARIES

Zenject, UniTask, Newtonsoft.Json

## DATA-ORIENTED TECHNOLOGY STACK

ECS for Unity, Burst Compiler, C# Job System

## OTHER SKILLS

## LANGUAGES

C++, Java

## ORM

Microsoft ASP.NET Entity Framework Core

## RDBMS

Microsoft SQL Server, MySQL, MariaDB

## NETWORKING

**Protocols:** TCP, UDP, WebSockets, WebRTC

**Libraries:** Microsoft ASP.NET Core SignalR

**Server OS:** Ubuntu Linux Server, Windows Server

**PAAS:** Docker

**Cloud Platforms:** Microsoft Azure, Digital Ocean, Google Cloud Platform

## EDUCATION

**Bachelor's Degree in Software Engineering and Economics**

**International University MITSO** 2018 - 2022

*Information Systems and Technologies (In Economics)* GPA: 3.8

**The main disciplines studied were:** Web design and design patterns; System analysis and design of information systems (with a web application development module); Scripting programming languages; Computer networks; Applied data processing systems; Algorithmization and programming; Programming network applications; Object-oriented design and programming; Distributed information systems; Probability theory and mathematical statistics; Software development technologies;

**Skills:** Software Engineering · Software Development · Mobile Applications · C# · .NET Core · C++ · OOP · Software Design Patterns · Microsoft SQL Server · Transact-SQL (T-SQL) · Microsoft Foundation Class (MFC) · Android Studio · JavaSE · JavaServer Pages (JSP) · MySQL · Java Database Connectivity (JDBC) · Java Swing · HTML5 · Cascading Style Sheets (CSS) · JavaScript · TypeScript · NumPy · Pandas · Node.js · Express.js

## BOOKSHELF

