Yahor Paulovich

Date of birth: 3/7/1999
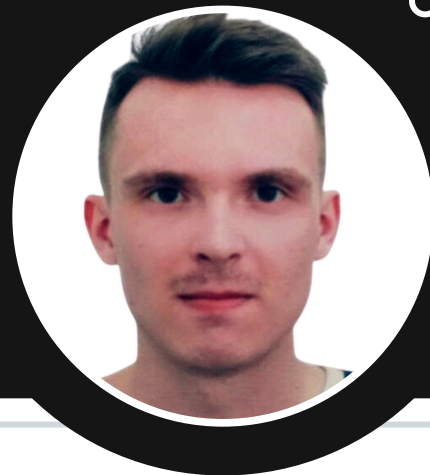
Unity Developer
DESIRED POSITION

Game Developer
OBJECTIVE

SUMMARY

I wrote the code for my first game, a 2D platformer, when I was 12 years old using ActionScript 3.0.

Later, I pursued advanced programming studies at university, where I was the top student in my group in C++.

By the end of my third year at university, I worked remotely under contract as a programmer for over a year, gaining my first professional experience.

PORTFOLIO

https://yahorpaulovich.github.io/Portfolio

https://github.com/YahorPaulovich

https://yahor-paulovich.itch.io

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Niomanskaja 37, Minsk, Belarus

LANGUAGES

EN	B1+
BY	Native
PL	A2
UA	C2
RU	C2

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

EXPERIENCE

Cocos Creator Developer · Apr 2025 - May 2025 · 2 mos
Alhemija Games · Full-time
Herceg-Novi, Montenegro · Remote

Skills: Playable Ads · TypeScript · Cocos Creator Engine

Unity Developer · Sep 2022 - Jul 2024 · 1 yr 11 mos
GU Solutions · Self-employed
Białystok, Podlaskie, Poland · On-site

I've collaborated with b2b clients to prototype Action, Adventure, and Indie games, fostering success on various platforms.
Skills: C# · Unity

Middle Unity Developer · Feb 2024 - Mar 2024 · 2 mos
Voidverse Studios · Seasonal
Toronto, Ontario, Canada · Remote

It was a short-term contract job and I was working on an unannounced mobile project.
Skills: C# · Unity · Zenject · Mobile Application Development.

Unity Developer · Oct 2023 - Mar 2024 · 6 mos
Extension Forces · Seasonal
Buenos Aires, Argentina · Remote

It was a temporary job, and I was doing simulator game development and Xreal Light MR/VR/AR prototyping.
Skills: C# · Unity · Virtual Reality (VR) · Augmented Reality (AR) · Mixed Reality (MR) · Zenject.

Unity Developer · Jan 2023 - Apr 2023 · 4 mos
Gamedev Camp · Seasonal
Vilnius, Lithuania · Remote

As the lead programmer, I worked with my team on Run Over It, a survival tower defense game. I developed a horde spawn system and managed to reduce the load in the game to a minimum. This way the player gets an infinite adventure in addition to the story mode while maintaining immersion, even on low-end devices.
Skills: C# · Unity · Unity's Data-Oriented Technology Stack · Gameplay Programming · Software Development · English.

Unity Developer · Jul 2021 - Jul 2022 · 1 yr 1 mo
Gammister · Full-time
Dubai, United Arab Emirates · Remote

It was a full-time contract job and I spearheaded the development of a gambling project, guiding it from initial concept to a fully realized prototype, and successfully overseeing its beta testing phase on the Google Play Store. This intricate and innovative project provided me with invaluable learning opportunities.
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, Netcode for GameObjects

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, VContainer, UniTask, Newtonsoft.Json

DATA-ORIENTED TECHNOLOGY STACK

ECS for Unity, Burst Compiler, C# Job System

LeoEcsLite, Morpeh

OTHER SKILLS

LANGUAGES

C#/.NET, 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

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EDUCATION

Bachelor's Degree in Software Engineering
International University MITSO 2018 - 2022
Information Systems and Technologies (In Economics)

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

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BOOKSHELF