

# Yahor Paulovich

Date of birth: 3/7/1999



## Unity Developer

DESIRED POSITION  
**Game Developer**

OBJECTIVE



## SUMMARY

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

Open to work remotely anywhere and on-site or hybrid in Warsaw, Poland. I have a work permit in Poland and considering both B2B and full-time employment.

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://yahorpaulovich.github.io/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 · 5 mos

**Hype Games FZE LLC** · Seasonal

Dubai, United Arab Emirates · Remote

I was doing Action and Casual game development and prototyping.

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

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

**Voidverse Studios** · Full-time

Toronto, Ontario, Canada · Remote

It was a contract job and I was working on an unannounced mobile project.

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

**Unity Developer** Oct 2023 - Jan 2024 · 4 mos

**Extension Forces** · Seasonal

Buenos Aires, Argentina · Remote

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

Vilniaus, 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.

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

**Unity Developer** Sep 2022 - Present · 1 yrs 9 mos

**GU Solutions** · Self-employed

Bialystok, Podlaskie, Poland · On-site

Collaborated with b2b clients to prototype Action, Adventure, and Indie games, fostering success on various platforms.

**Skills:** C# · Unity · URP Custom Renderer Features · Multithreaded Programming · DOTS · Animation Rigging · Gameplay Programming · Software Development · Zenject · Hyper Casual Game Development · ML-Agents.

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

**Gammister** · Full-time

Dubai, United Arab Emirates · Remote

It was a 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

## EDUCATION

**Bachelor's Degree in Software Engineering**

**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

