



Andrii Horlov

Unity Developer
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Profile

Unity Software Engineer with more than 5 years of experience in VR/AR application development.

English level: Advanced

Education

2018 **Unity 3d Education**

—
2019 Certificate of completion Unity Academy in Kharkiv

2012 **Kharkiv National Aerospace University**

—
2016 Specialist of System Software

Key Skills

Professional

C#, Unity, GIT
META SDK, PICO Unity SDK
XR Interaction Toolkit
AR Foundation, Easy AR
Photon Engine, Agora SDK
Firebase, API Integration
Customization Unity Editor
Unity localization

Employment

2019 **Unity developer at TSUKAT**

—
2023 Extensive involvement with VR Trainings.
Worked on the own Unity tool, that helps you to do routine tasks. Developed a lot small AR applications.

2023 **Self-employed**

—
Now Created a few VR projects with multiplayer and artificial intelligence.
Produced a few 2D games.

Useful links

[GitHub](#)

[Portfolio](#)

Personal

Communication
Problem solving
Flexibility
Time management
Teamwork Creativity
Meeting deadlines
Attention to details
Desire to learn