Andrii Horlov

Unity Developer
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Profile

Unity Software Engineer with +4 years of experience in VR/AR application development. Especially skilled in VR training and VR/AR exhibitions. Amateur in Game development.

English level: Upper-Intermediate

Education

2019 — 2019

Unity 3d Education

Certificate of completion Unity Academy in Kharkiv

2012 — 2016

Kharkiv National Aerospace University

Specialist of System Software

Key Skills

Professional

C#, Unity
OVR Unity SDK, PICO Unity SDK
XR Interaction Toolkit
AR Foundation, Easy AR
Photon Engine, Agora SDK
Firebase, API Integration
GIT,
Unity customization

Employment

2019 — 2023

Unity developer at TSUKAT

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 — Now

Self-employed

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