VLAD LUTAI

UNITY DEVELOPER

PROFILE

Unity developer with over 6 years of experience building immersive, high-performance interactive experiences, with a strong focus on VR and AR.
Recent work includes In Your Shoes, a multi-award-winning VR/AR project developed with ZeMind Studios to foster empathy by immersing users in the experiences of marginalized individuals.

SKILLS

Game Engines / Languages / Frameworks
Unity, C#, .NET, Git, Design Patterns, SOLID Principles, Client-Server Architecture, Multiplayer (Photon), VR/AR (Oculus, Quest, iOS, Android), Game AI, Machine Learning, Library Programming, Algorithms, 3D Math, Software Optimization.

- Strong object-oriented design and debugging skills in C#
- Expertise in architecting scalable, modular systems with clean, maintainable APIs
- Deep knowledge of Unity performance profiling and optimization (memory, framerate, loading)
- Proven experience in multiplayer development using Photon (PUN/Fusion) and custom networking
- Skilled in cross-platform development and seamless interaction design for VR/AR
- Technical leadership and mentorship of mid/junior developers
- Integration of third-party SDKs (Firebase, embedded web, analytics tools)
- Strong foundation in computer science, game mechanics, AI, and mathematics
- Excellent problem-solving, communication, and collaboration under pressure

PERSONAL QUALITIES

Communicative, creativity, punctuality, organized

HOW TO REACH ME

Cell: +1 437 460 4404
Email: vladyslav.lutai@gmail.com
Location: Toronto, Canada
LinkedIn: @vladlutai

CAREER SUMMARY

Senior Unity Developer
ZeMind Game Studio, Toronto | Dec 2022 - Present (2 years 7 months+)

- Developed immersive VR and AR applications using Unity, focusing on performance, interaction fidelity, and cross-platform support (Quest, iOS, Android, etc.).
- Designed and implemented CI/CD pipelines for Unity projects, including automated iOS builds and seamless deployment to TestFlight.
- Set up and maintained build servers to support automated workflows and reduce manual overhead across development stages.
- Diagnosed and resolved platform-specific rendering issues, particularly those related to shader compatibility across mobile and standalone platforms.
- Built real-time multiplayer game experiences, integrating custom networking logic and ensuring stable gameplay across devices.
- Created modular audio processing systems, enabling flexible sound design and runtime audio manipulation.
- Integrated third-party SDKs and plugins, including Firebase services and embedded web browser components.
- Architected scalable and maintainable project structures, ensuring code quality, separation of concerns, and team collaboration efficiency.
- Optimized game performance, with a focus on frame rate stability, memory management, and loading times for complex scenes.

Middle+/Lead Unity Developer
Playwing Ukraine | May 2020 - Dec 2022 (2 years 6 months)

- Designing, developing, and maintaining efficient, reusable, and reliable code
- Providing technical leadership and mentorship to junior and mid-level game developers
- Optimizing game performance to run efficiently on specified hardware requirements
- Architecting gameplay systems and implementing robust, stable, and usable APIs for internal and external game developers

Kharkiv National University of Radio Electronics
Master of Science in Computer Engineering

- Working on technical demos and interactive AI experiences
- Utilizing a variety of platforms, frameworks, SDKs and APIs
- Identifying, designing, and developing new features and components
- Designing and implementing various multiplayer gameplay features including AI, weapons, systems

Unity Developer
Whimsy Software | Apr 2019 - May 2020 (1 year 2 months)
- Rapidly prototyping and iterating core game mechanics and interactions
- Programming UI, HUD and other Menu elements into the game
- Modifying existing code to improve design, structure, and clarity
- Designing and implementing core game features and systems that scale to millions of users

Unity Developer
Upwork | Nov 2018 - Apr 2019 (6 months)
- Developing prototypes for testing
- Supporting products post-launch
- Resolving gameplay bugs