

# Vasyl Horbachenko

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<https://shdwp.github.io/about/>



## Skills

**Code:** C#, C++, C, HLSL, MSIL

**Platforms:** Desktop (Unity, OpenGL), Mobile (iOS, cross-platform),  
VR (OpenXR, Meta Quest)

**Communication:** English (Proficient), German (Intermediate),  
Ukrainian (Native), Russian (Proficient)

**Applications:** Unity Editor, Blender, git, IntelliJ, Jira, Gitlab, doxygen

**Miscellaneous:** Git Flow, CI/CD, testing (unit, UI, integration), UML

## Education

- **Chernigiv State Technological University**  
*Computer Science, Bachelor*

Chernigiv, Ukraine  
*Sep. 2012 - May. 2017*

## Relevant Work Experience

- **Thoughtfish**  
*Unity Developer*

Remote, Berlin  
*July 2023 - Present*

Working as a Senior Unity engineer on PC & VR projects. Mostly dealing with architecture, rendering and performance.

- Tech leading a team of coders - code organization / MR reviews / architecture
- CI/CD setup, technical documentation, Unity Package code-sharing workflows
- VR project dealing a lot with optimization - both memory and frametimes
- Voxel meshing with LODs, rendering millions of differently shaped blocks

- **gamigo**  
*Unity Developer*

Remote, Berlin  
*August 2022 - July 2023*

Working with a team of developers, designers and artists to create a mobile game.

- Software system design and planning
- Gameplay programming
- SRP graphics programming

- **Build1**  
*Unity Developer*

Remote, Kyiv  
*December 2020 - August 2022*

Working with a team of game designers & programmers on various projects.

- Multiplayer code development
- Custom shading & rendering pipelines
- Experience with **il2cpp** and **webgl**
- Lots of optimization work due low-end devices targeted

- Contributions to in-house MVC framework

- **Self-employed** Lviv  
*General Game Developer* *December 2019 - December 2020*  
 Implementing ideas and working on learning projects revolving around game development and 3D graphics (see [projects page](#)).

- Development using Unity Engine
- Reverse-engineering Unity games
- OpenGL and C++ game engine development, scripting language integration (Lua)

- **Globallogic** Lviv  
*Flutter developer* *Aug 2019 - December 2019*  
 Working on a number of “proof-of-concepts” with **Dart/Flutter**, mainly revolving around Bluetooth and native plugin communication.

- Adopting existing BLE communication code as a Flutter plugin, designing communication layer between native and cross-platform
- Making a flutter application that uses forementioned plugin to communicate with Bluetooth device

- **Globallogic** Lviv  
*iOS Developer* *Jul 2017 - Aug 2019*  
 Developer and team lead for a large healthcare-related Bluetooth application.

- Coordination between 4 teams in different locations; the application was a “connecting piece” bringing everything together
- Full blown QA: automated tests, unit tests, integration tests & manual runs
- Mobile team consisted of 10+ people (around 50-70 in total for the whole project)

My responsibilities on the project:

- Core **BLE** interactions runtime architecture & implementation
- Firmware-over-the-air implementation, sending binary images over BLE using custom TCP-like protocol
- Bluetooth communication debugging using **Frontline BLE sniffer**
- Separating the application codebase into an **SDK** for a family of medical devices
- Team Leading and team coordination at the later stages

## Awards

- **Junior Academy of Sciences of Ukraine Scholarship** Kyiv, JASU  
*Computer Science* *2010-2012*  
 Scholarship from [JASU](#), a Junior section of Ukrainian Academy of Sciences (during high school); works related to IT integration into the education process.
- **Product copyright registration certificate** Kyiv, JASU  
*Certificate №40491* *2014*  
 Was also awarded a copyright registration certificate as a result of my involvement in JASU.