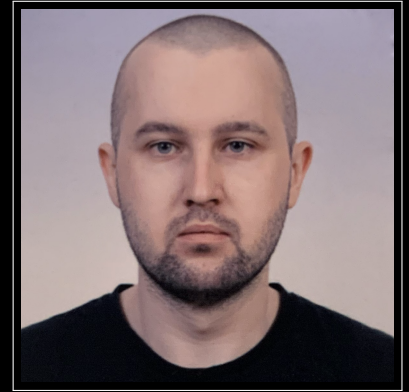


Vasyl Horbachenko

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



Skills

Languages: C#, C++, C, HLSL, MSIL

Platforms: Desktop (Unity, OpenGL), Mobile (iOS, Crossplatform)

Language: English (Advanced), Ukrainian (Native), Russian (Native)

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

Miscellaneous: git Flow, testing (unit, UI, integration), UML, CI

Education

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

Chernigiv, Ukraine
Sep. 2012 - May. 2017

Work Experience

- **Build1** Remote
Unity Developer *December 2020 - Present*
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
Independent Game Developer *December 2019 - December 2020*
Implementing ideas and working on learning projects revolving around game development and 3D graphics (see *Other Notable Projects* down below).
 - 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
- OpenDrive** Remote
macOS Developer Dec 2015 - Jan 2017
 Developer of a cloud storage client application, providing FS-level access to the cloud drive (similar to Apple’s iCloud).
 - Massive rewrite to bring the application to modern standards (old codebase was compromised by macOS System Integrity Protection)
 - Custom virtual filesystem built upon **osxfuse**
 - Integration with Finder via **Apple’s Extension APIs**
 - *rsync-like* application to run in the background and synchronize between local and cloud directories
- StarOfService** Remote
Backend Developer Sep 2014 - Jun 2015
 Backend server developer of a web service.
 - Lots of backend code profiling & optimizations, **memcached** introduction to make page generation faster
 - Custom **Symfony & Doctrine** patches to support localization and internationalization (the project was built upon Symfony 1.4)
 - Leading internationalization development team consisting of 3 developers
- Web Production, outsource** Chernigiv
Backend Developer Apr 2012 - Jul 2012
 Internship program during the university summer break.
 - Worked on a large city portal
 - Web full-stack development using internal framework

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.