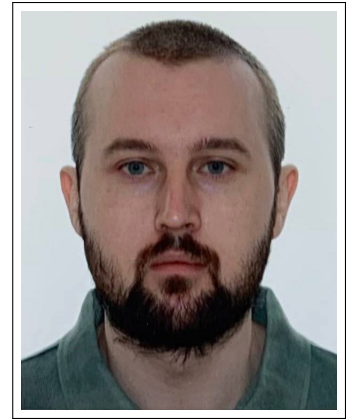


# Vasyl Horbachenko

Frankfurt am Main, Germany

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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*

## Relevant Work Experience

- **gamigo**  
*Unity Developer*

Remote  
*September 2022 - Present*

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

- System design and planning
- Gameplay programming
- SRP graphicd programming

- **Build1**  
*Unity Developer*

Remote  
*December 2020 - September 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**  
*Independent Game Developer*

Lviv  
*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.