Vasyl Horbachenko

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https://shdwp.github.io/about/
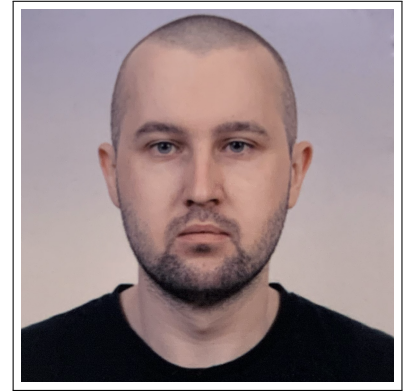
Skills

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** — Chernigiv, Ukraine
  Computer Science, Bachelor — *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.