

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 Sr. Unity engineer on PC & VR projects. Mostly dealing with architecture, rendering and performance.

- Tech leading a team of coders - code organization / reviews / architecture
- Third-party plugin research, considerations and integration
- 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.