

Vasyl Horbachenko

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



Skills

Languages: C#, C++, C, HLSL, MSIL, Lua, Python, Lisp

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

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

Applications: Unity Editor, Blender, git, IntelliJ, Visual Studio, PlantUML, 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**
Unity Developer
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

Remote

December 2020 - Present

- **Self-employed**
Independent Game Developer
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)

Lviv

December 2019 - December 2020

- **Globallogic**
Flutter developer
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

Lviv

Aug 2019 - December 2019

- **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.