Vasyl Horbachenko

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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 Remote

• Unity Developer

Working with a team of game designers & programmers on various projects.

December 2020 - Present

- 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 occasional backing team lead) of 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
- Occasional backing Team Leading and team coordination

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

Certificate №40491

Kyiv, JASU

2014

Was also awarded a copyright registration certificate as a result of my involvement in JASU.