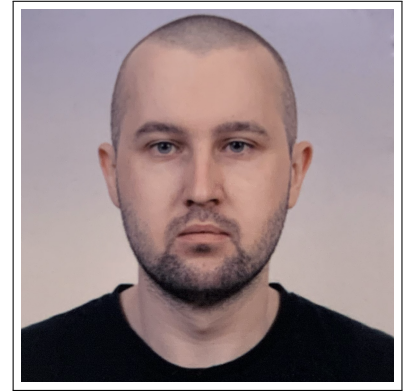


# Vasyl Horbachenko

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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**  
*iOS Developer*

Lviv  
*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**  
*Computer Science*

Kyiv, JASU  
*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.