Vladyslav Horbatiuk

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Unity Developer with **5 years** of experience in the industry, specializing in system architecture and full-cycle development, with a strong focus on optimization and cross-platform functionality.

Experience

Unity VR Developer | LogicalDox Inc.
Aug 2022 – Sep 2024 | Toronto, Canada

- ▸ Worked with a team to design a flexible framework for building educational VR applications, using submodules to keep the code organized and make functionality easier to manage;
- ▸ Created a multiplayer system to track student progress, adding features like real-time screen sharing and voice chat for better interaction;
- ▸ Used optimization techniques such as Level of Detail (LOD) systems, Impostors, and Seurat to improve performance and space usage;
- ▸ Implemented advanced physics tools like SplineMesh, Obi Rope, and Obi Cloth to create realistic movements and interactions;
- ▸ Actively researched cutting-edge XR technologies to implement advanced innovations in applications.

Key Achievements:

- ▸ Successfully developed and integrated multiple systems into the VR framework, enhancing modularity, scalability, and overall functionality for educational applications.
- ▸ Developed a reusable wire simulation system utilizing SplineMesh, allowing for dynamic, physics-based interactions and seamless integration across various projects;
- ▸ Designed and integrated an asset checkout system with AWS synchronization, incorporating UI Toolkit for efficient resource management and collaborative workflow.

Unity VR/AR Developer | Sensorama Lab
Sep 2021 – Aug 2022 | Kyiv, Ukraine

- ▸ Worked with a team to create VR and AR projects for clients in the USA and Europe, using platforms like Oculus Quest, Pico, and HP Reverb;
- ▸ developed and improved VR and AR projects, including a metaverse app for Oculus Quest using Photon, focusing on player abilities and movement systems;
- ▸ Led the entire development process for VR apps, designing systems using Open XR to ensure they worked across different platforms;
- ▸ Improved the player experience by enhancing visual quality with the Universal Render Pipeline (URP), adding features like post-processing, shaders, and real-time effects.

Key Achievements:

- ▸ Optimized the post-processing blur effect specifically for Pico's 90Hz mode to ensure smooth performance and visual clarity;
- ▸ Consistently delivered all applications on schedule, meeting project deadlines and client expectations.

Unity AR Developer | Wilke-Experience

Sep 2020 – Aug 2021 | Remote, Germany

▸ Developed an AR app with fun interactive elements for a fairy tale project in Germany, focusing on how players interact with the environment;

▸ Implemented pathfinding and interactive object behaviors using Behavior State Machines to make experience more immersive;

Key Achievements:

▸ Successfully synced audio with character animations using Lip-sync technology, insuring voices match characters' movements in real-time.

Education

Master's Degree | Applied Math

2016 - 2022 | National University of Kyiv, Ukraine

▸ Evaluated by University of Toronto Continuing Studies.

Skills

Core: Unity, C#, Git;

Protocoles: TCP, UDP, WebSockets, WebRTC, HTTP/HTTPS;

Unity: Physics, Animation, Addressables, Nodes, LOD, Particles, URP, HDRP, VFX, Shaders, Impostors, Cinemachine, ProBuilder, TMP, UIToolkit, NetCode, Profiler;

Systems: Base, Save/Load, Localization, Highlight, Multiplayer, Audio, UI, Pathfinding;

XR: Open XR, ARFoundation, ARKit, ARCore, Vuforia, Hurricane VR, Oculus SDK;

Third Party: Seurat, Obi Rope, Obi Cloth, DOTween, UniTask, SplineMesh, Photon, Zenject;

Additional: Asp.Net Core, WPF, MVC, MVVM, AWS, OOP, SOLID;

Links

Website: https://vlandgor.com/
LinkedIn: linkedin.com/in/vladhorbatiuk/
Github: https://github.com/vlandgor/