



Vadim ZAKRZHEVSKYI | Kyiv, Ukraine

Born in 1992

SPECIALIZATION

Cross-Platform Full Stack Developer

TECHNOLOGY

Crossplatform app development for:

- + Windows
- + Linux
- + Web
- + Android
- + Ios

Programming languages:

- + C#
- + JavaScript

Frameworks and technologies:

- + .Net (.net Core)
- + Unity Game Engine
- + Nodejs
- + MongoDB
- + PostgreSql
- + Angular
- + Vue
- + React
- + Linux Administration skills.

SKILLS



Game Engine

Successful implementation of OOP and ECS design patterns for flexible and scalable applications.

Efficient dependency management using DI containers.

Striving to achieve near zero GC allocations per frame using profiling and various optimization techniques.

Adaptive and cross-platform GUI design.

Cutting edge knowledge of latest technologies and capabilities of target platform.



Mono, .Net, Core

Knowledge of actual design patterns for modern applications.

Understanding of System Design methodologies.

Optimal memory and lifetime management of the resources in-hand.

Multithreaded synchronous/asynchronous programming.

Development of server side netcode solutions using low-level sockets with high level of fault tolerance.



JavaScript, Nodejs, MongoDB, Angular/Vue/React

Development of highload server applications with near 99.9% uptime.

Implementation and maintenance of worldwide game-server cluster with player segregation based on geolocation.

Published many interactive client applications created using latest UX guidelines

PROJECTS

 **TANJEA** | Hypercasual mobile games platform (Android/iOS) with NFT integration.

from 2022 to 2023

Unity Architect. Worked on flappy-bird, runner and match 3 games. Developed backend solution with Nodejs, MongoDB and AWS integration.

 **KEYBOARD EXTENSION** | Android application with the aim to aid professional PC users and elevate their productivity.

from 2018 to 2022

Lead Android Front-end Developer. Work in progress on full-featured widget editor with adaptive layout.

 **BOOTLEGGERS** | Large scale multiplayer cross platform game with heavy emphasis on social interactions, quasi-open world and clan wars.

2014

Senior Unity3d Developer. Programming client-side implementation. Implementing farm-building logic and NPC pathfinding.

2015

Lead Unity Developer. Took the leading role in the project.

2016


Lead Backend Developer. Started complete rewriting of game-server.

2017-2018

Successful release on multiple platforms: Vk.com, Facebook, Android and IOS.

now

Project maintenance.

 **SOLAR WEB CALCULATOR** | A system for calculating the cost of building a solar power plant, energy generation and return on investment for a Ukrainian project in the field of renewable energy.

2018

Chief developer of the project. Preparation of technical specifications, client implementation and debugging.

 **YOUTUBE CHANNEL** | Tutorials and learning materials for beginner to advanced game developers

from 2019

Author and content creator.

 2048 WORLD | Multiplayer game for social platform Facebook, inspired by the popular singleplayer game.

2013

Junior Unity Developer. Career start. Creating CRUD UI for game designers.

2014

Lead developer. Was responsible for main functionality and deploy of the application.

EDUCATION AND TRAININGS

- Computer Science courses, 2011-2013
- Language skills: Advanced English (speaking and writing), Russian (native), Ukrainian



Best regards,
Vadym ZAKRZHEVSKYI



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