Pavlo Myrskyi

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PROFESSIONAL SUMMARY

Results-driven Unity and .NET Engineer with 5+ years of experience developing VR, multiplayer, and casual games. Skilled in gameplay mechanics, UI/UX, and performance optimization, with a strong focus on scalability and efficiency. Passionate about building immersive experiences and seeking a role to leverage Unity, C#, and .NET to drive innovation and technical excellence.

EXPERIENCE

Virtual Reality Software Engineer   **Sep 2024 - Feb 2025**
LucidRealityLabs, USA
- Led the development of a VR therapeutic application for autistic children, enabling simple task training with an AI-driven prompting system optimized for Quest devices to enhance engagement and learning outcomes.
- Architected a scenario-based guidance system with configurable, flexible scenarios to provide adaptive and personalized training experiences.

Lead Unity Engineer   **June 2023 - Sep 2024**
Galaxy4Games, Estonia
- Developed engaging gameplay features for a large-scale game project, leveraging .NET to create interactive and dynamic player experiences.
- Built responsive user interfaces and modular packages using .NET technologies, streamlining workflows and enhancing team productivity.

Unity Software Engineer   **July 2022 - June 2023**
Whimsy Games, United Kingdom
- Developed core systems for an online multiplayer game using .NET, focusing on scalability, seamless player interactions, and high-performance networking solutions.
- Integrated innovative game elements with .NET-based frameworks, enhancing player engagement and supporting the project's long-term growth.

Unity Developer   **Sep 2020 - May 2022**
Appside, Ukraine
- Specialized in developing hyper-casual and casual games using .NET, advocating for the creation of reusable game systems that significantly reduced development time.
- Guided team members through the development process with .NET-based workflows, ensuring high-quality outcomes and meeting project deadlines.

SKILLS
Hard Skills:
Unity, C#, .NET | Gameplay Mechanics | VR/Mobile Optimization | UI/UX | Debugging | CI/CD
Soft Skills:
Communication | Adaptability | Leadership | Collaboration | Emotional intelligence

EDUCATION
Bachelor degree, Information Systems   June 2023
Taras Shevchenko National University of Kyiv

CERTIFICATIONS
- Cybersecurity and the Internet of Things, Coursera – 2022
- Building Web Applications, Coursera - 2022