



## Andrii Horlov

### Senior Unity Developer

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## Location

Porto, Portugal

## Language

English – Advance

Ukrainian – Native

[LinkedIn](#)



[Github](#)



[Instagram](#)



[Telegram](#)



## About me

Experienced Unity Developer with over 5 years of expertise specializing in VR development and immersive experiences. Adept at creating innovative solutions across VR, AR, 2D mobile games, and WebGL platforms, I focus on delivering high-quality, performance-optimized applications. Skilled in Unity tool development and enhancing workflows for both personal projects and commercial clients, I thrive in dynamic environments where creativity and problem-solving are key.

## Key Skills and Technologies

### VR/AR Development

Expertise with Meta Quest 1–3 and Pico, utilizing Meta SDK, XR Toolkit, AR Foundation, and Easy AR to build immersive experiences.

### API Integration

Developing seamless backend connectivity, real-time databases, and storage solutions using Firebase and various APIs like RESTful APIs.

### Multiplayer Development

Proficient with Photon PUN and Photon Fusion for scalable multiplayer systems and Agora SDK for clear real-time communication.

### Custom Unity Editor Tools

Enhancing productivity and streamlining workflows with custom-built Unity tools.

### Unity Localization

Supporting multilingual game development with Unity's localization system.

### Problem-Solving and Debugging

Efficient troubleshooting and debugging skills to resolve complex technical issues.

### Agile Development Practices

Adopting agile methodologies for project management, ensuring timely delivery and iteration.



## Experience

### Unity developer @ TSUKAT

Oct 2019 – Dec 2023

- Developed VR applications including immersive training experiences and projects for exhibitions.
- Created AR applications for exhibitions and educational purposes, enhancing interactive learning experiences.
- Actively participated in code reviews, ensuring code quality and adherence to best practices.
- Played a key role in the development of the internal VR training system, significantly improving future development.
- Mentored junior developers, fostering their growth and enhancing team collaboration.
- Created comprehensive documentation to facilitate code understanding and future maintenance.
- Developed custom Unity tools that streamlined workflows and simplified tasks for developers.

### Self-Employed

Dec 2023 – now

- Involved in the development of various VR projects utilized in exhibitions, simulations, and staff training, contributing to immersive experiences.
- Participated in the improvement of existing projects, enhancing functionality and user experience.
- Developed 2D games for mobile platforms and WebGL applications, ensuring high-quality gameplay and performance.
- Managed end-to-end development processes, ensuring alignment with client goals and deadlines.
- Created and maintained documentation to enhance collaboration and project scalability.

## Education

### National Aerospace University –'Kharkiv Aviation Institute'

Sep 2012 – Jul 2016

Bachelor's Degree in Software Engineering