

VADYM KHAVRONENKO

Unity Developer (C#) — Gameplay · Multiplayer · Live Ops

5.5+ years of commercial C#/Unity experience (using Unity since 2017) · titles shipped and updated on **Steam, PlayStation 4, Epic Games Store, GOG** · production .NET backend as a bonus

✉ baksikpro@gmail.com ☎ +380 99 416 5155 (Telegram) 🔗 linkedin.com/in/vadym-k-736051223

🐙 github.com/SenatorInPower 🌐 Inpower.org 📍 Remote · Da Nang, Vietnam (UTC+7) · Ukrainian

I take games all the way to players. Led the 2026 update of **We Are The Dwarves** (credited **Lead Gameplay Programmer**), shipped **TimeLock VR 2** on Steam and ported it to PS4, GOG and Meta Quest. Equally at home in gameplay code, performance work and the unglamorous parts — store submissions, achievements, ports, live fixes. I also build production .NET / Node backends and AI-powered services, so I can own game services end-to-end.

SHIPPED TITLES



We Are The Dwarves

Steam · Epic · 1200+ reviews

Lead Gameplay Programmer
— 2026 update



TimeLock VR 2

Steam 86% · PS4 · GOG · Quest

Release + 3 ports



TimeLock VR 1

Steam 79% · live support

Updates & fixes



Deployment

Steam 85% · Epic port

Achievements + QoL update

EXPERIENCE

Unity Developer — Whale Rock Games

2022 — present · remote

- We Are The Dwarves** (action-adventure, 1200+ Steam reviews): led the 2026 update — migrated the project to a modern Unity version, reworked and fixed gameplay systems, prepared the Epic Games Store release with full achievements. Credited **Lead Gameplay Programmer**.
- TimeLock VR 2**: released on Steam (86% positive), then ported to **PS4 (Sony devkit)**, **GOG (OpenXR)** and **Meta Quest**; URP migration; Quest optimization **10 → 60 FPS** via mesh combining, draw-call reduction and baked lighting.
- Deployment**: Epic Games Store release — achievements system, gameplay and quality-of-life fixes.
- Race Craft** → **“Micro Racer VR: Toy World”**: solo full-cycle racer — Mirror multiplayer (6 players + AI bots), 90 FPS in VR, builds for VR / PC / Android / WebGL.
- TimeLock VR 3**: in development (HDRP, Unity 6); hired and managed scriptwriters and game designers.

C#/.NET Software Engineer — private company (NDA)

Sep 2024 — Sep 2025

- Solo-built document automation: daily ETL for 100+ Excel/Word documents — import, normalization, deduplication, validation; cut manual errors by ~95%.
- Parsers for multilingual unstructured text (dates/events extraction, matching against registries); automated monthly report generation. **.NET 8, ClosedXML, LINQ, SQL Server**.

Unity VR Developer (Medical VR) — Advin / VR NOW

2021 — 2023 · Kyiv

- VR rehabilitation for amputees used in clinics (vrnow.health): doctor's admin panel (patient cards, exercise parameters, live avatar control) + patient VR app with therapeutic exercises. Valve Index / HTC Vive + trackers.

Earlier — mini-apps & SDK integration; Unity & robotics educator (IT “Step”, Robohaus)

2020 — 2021 · Kyiv

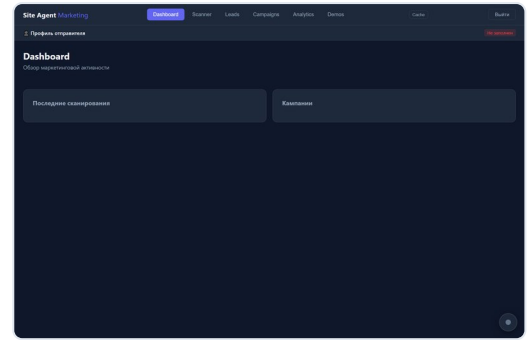
- AppsFlyer / Facebook / OneSignal SDK integrations, attribution, Android Studio builds; taught Unity and Arduino robotics.

SELECTED PERSONAL PROJECTS

Site Agent — multi-tenant AI support platform

2025 · live

- AI support widget for any website: answers from the client's own content (RAG: vector + keyword search), real-time operator handoff via SignalR, confidence scoring with auto-escalation. Live on a real client (dental clinic).
- **ASP.NET Core 8, EF Core, SignalR, PostgreSQL, Redis, OpenAI API.** Strict tenant isolation, rate limiting, observability (Serilog, health checks).

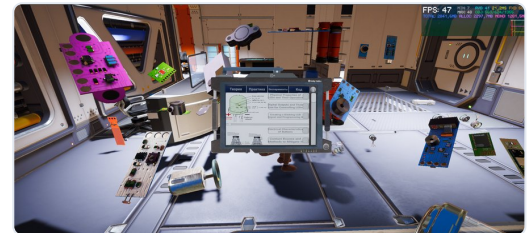


Site Agent — operator dashboard

Mecha: MechaLearn + MechaPulse — VR robotics ecosystem

2020 — 2025

- Learn electronics in VR (virtual breadboards, real Arduino code with live feedback), then battle with the mechs you built — Quake-style multiplayer shooter (Mirror). Unity ↔ Arduino / ESP32 / Raspberry Pi over Serial API via custom C# DLL.
- Exhibited live at **Games Gathering, Kyiv** — booth with Quest headset and a physical Arduino diorama.



MechaLearn — VR electronics lab

More live products — [Inpower.org](https://inpower.org)

- **Promes** — censorship-resistant messenger (React 19, ASP.NET Core 8, Signal Protocol E2E, WebRTC calls, PWA).
- **PartySound** — synced shared music rooms with live voice (Node.js, Socket.IO, WebRTC; web + Android).
- **Party Tickets** — event ticketing with QR check-in and Telegram bot (Node.js, Fastify, PostgreSQL).
- **AI News Analyzer** — multilingual news analysis & generation (ASP.NET Core, GPT-4o).

SKILLS

C# / Unity

Unity 2019 → Unity 6, gameplay systems, physics, AI behaviors, editor tooling, URP / HDRP, Addressables, Profiler, Shader Graph / HLSL, Zenject, DOTS basics

Performance

Draw-call batching, mesh combining, baked lighting, LOD / occlusion, memory profiling — 10→60 FPS on mobile VR hardware

Backend

ASP.NET Core 8, EF Core, Node.js / Fastify, PostgreSQL, Redis, SQL Server, REST, Docker, Linux VPS administration

VR / XR

OpenXR, XR Interaction Toolkit, Meta Quest SDK, SteamVR, Valve Index / HTC Vive, PS4 devkit

Multiplayer

Mirror, Photon, SignalR, Socket.IO — lobbies, sync, AI bots, server-authoritative basics

Shipping

Steamworks, Epic Games Store, GOG, Sony submission, achievements, build pipelines, Git, CI

AI integration

OpenAI / LLM APIs, RAG pipelines, embeddings, prompt engineering, guardrails & confidence scoring

Languages

English — B2 (daily working use) · Ukrainian, Russian — native