

VADYM KHAVRONENKO

Unity VR Developer

5.5+ years of commercial Unity experience (using Unity since 2017) · 5 years in VR · shipped on **Steam, PlayStation 4, Epic Games Store, GOG, Meta Quest**

✉ 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

VR developer who ships. I released and ported VR titles across Steam, PS4, GOG and Meta Quest, and led the 2026 update of **We Are The Dwarves** as credited **Lead Gameplay Programmer**. I built medical VR used in real rehabilitation clinics, and I go deep on performance — took a Quest port from 10 to 60 FPS. Comfortable owning a title end-to-end: gameplay, optimization, store submission, live updates.

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 VR / Gameplay Developer — Whale Rock Games

2022 — present · remote

- **We Are The Dwarves** (Steam, 1200+ reviews): led the 2026 update — engine upgrade to a modern Unity version, gameplay fixes and content changes; credited in-game as **Lead Gameplay Programmer**. Ported to Epic Games Store with full achievements.
- **TimeLock VR 2**: shipped on Steam (86% positive) and ported to **Meta Quest, GOG (OpenXR), PS4 (Sony devkit)**; URP graphics update. Raised Quest performance **from 10 to 60 FPS** (mesh combining, draw-call reduction, Bakery lightmaps, Addressables).
- **Race Craft** → **“Micro Racer VR: Toy World”**: solo full-cycle VR combat racer — Mirror multiplayer (up to 6 players + AI bots), stable **90 FPS in VR**, builds for VR / PC / Android / WebGL. Final development phase.
- **TimeLock VR 3**: sci-fi VR quest in development on HDRP / Unity 6; hired and managed scriptwriters and game designers.
- **Deployment**: Epic Games Store release with achievements system, gameplay and quality-of-life fixes.

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

2021 — 2023 · Kyiv

- VR rehabilitation system for amputees (phantom-pain therapy), built together with practicing rehabilitation specialists and used in clinics — **vrnow.health**.
- Two connected apps: doctor's panel (patient cards, exercise parameters, live avatar control, progress tracking) + patient VR side with therapeutic exercises (football, tennis, everyday-object training).
- Valve Index / HTC Vive with body trackers; designed interactions that work for users with missing limbs.

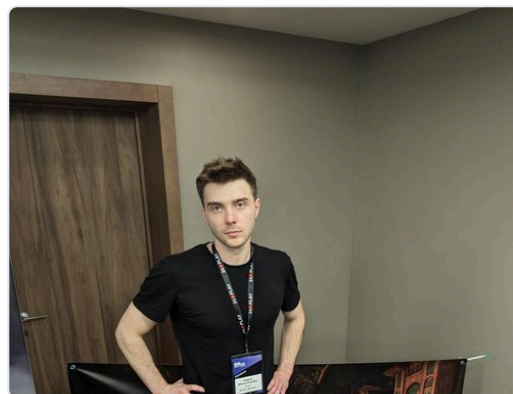
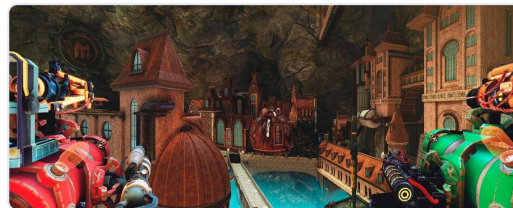
- **Unity Developer, mini-apps & SDK integration** — AppsFlyer / Facebook / OneSignal SDKs, deep-link attribution, Android Studio builds, store publishing.
- **Unity & Robotics Educator** — IT “Step” and Robohaus schools: taught Unity and Arduino robotics, moved the course from visual scripting to real C#.

PERSONAL VR PROJECT — EXHIBITED AT GAMES GATHERING, KYIV

Mecha: MechaLearn + MechaPulse — VR robotics ecosystem

2020 — 2025

- **MechaLearn** — learn electronics in VR: virtual breadboards, Ohm’s law, sensors; write real Arduino code with live error feedback. Unity talks to **Arduino / ESP32 / Raspberry Pi** over Serial API through a custom C# DLL.
- **MechaPulse** — Quake-style VR mech shooter: you battle with mechs assembled from the devices you built. Mirror networking, physics-driven combat.
- Showcased on a public booth at **Games Gathering (Kyiv)** — live demo with Quest headset and a physical Arduino diorama.



MechaPulse in-game · my booth at Games Gathering

SKILLS

VR / XR

OpenXR, XR Interaction Toolkit, Meta Quest SDK, SteamVR, Valve Index & Vive trackers, AutoHand, PS4 devkit

VR performance

Mesh combining, draw-call batching, Bakery / lightmap workflows, LOD & occlusion, texture atlasing, memory profiling — proven 10→60 FPS on Quest

Hardware in VR

Arduino, ESP32, Raspberry Pi, Serial API, PWM / ADC / I2C / UART, custom C# interop DLLs

Backend (bonus)

ASP.NET Core 8, SignalR, Node.js, PostgreSQL — I build and run the game-adjacent services myself

Unity

Unity 2019 → Unity 6, URP / HDRP, Addressables, Profiler & Frame Debugger, Shader Graph / Amplify / HLSL, Zenject, Odin, DOTS basics

Multiplayer

Mirror, Photon, client prediction & sync basics, lobby / matchmaking, AI bots filling slots

Shipping & releases

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

Languages

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