

# UNITY DEVELOPER



## EDUARD SKRUPSKYI

### — ABOUT ME

Experienced Unity developer with 7+ years of commercial experience. Tech speaker and AR/VR evangelist. Winner of VR/AR hackathons. High quality specialist in gamedev, business applications and of course VR/AR technologies. Implementing clear and robust solutions. My leadership motivates and inspires teammates in reaching higher ends.

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<https://www.bvgsoftwaregroup.com/planefinity-side-flying-game/>

**Role:** Lead Developer

**Responsibilities:** Gameplay, UI/UX, VFX, Optimization

Endless 2.5D flying game with continuously generated random terrain. Beautiful low-poly graphics, weather effects and day/night cycle.

<https://www.bvgsoftwaregroup.com/hedgehop-flight-simulator-game/>

**Role:** Lead Developer

**Responsibilities:** Mentoring, Code Review, Architecture

Endless Flight Simulator with continuously generated random terrain. Breathtaking graphics, hardcore gameplay, ground, naval and air enemies, day/night missions.



<https://www.bvgsoftwaregroup.com/slingshot-cowboy-3d/>

**Role:** Lead Developer

**Responsibilities:** Gameplay, UI/UX, VFX, Platform porting

Funny, casual VR "shooter". Realistic slingshot mechanics creates enjoyable cow hunting to beat the bestscore. Kill that annoying gopher to score even more. Don't forget to use "rocket revolver".

<https://www.bvgsoftwaregroup.com/farmzilla-match-3-game/>

**Role:** Lead Developer

**Responsibilities:** Platform porting, Gameplay improvements.

Casual match3 game ported from AppleTV to mobile platforms. Changed and improved input interaction. Integrated analytics, advertisement.



VR Dashboard with special requirements

**Role:** Developer

**Responsibilities:** R&D, Mentoring

VR Dashboard is an 3D VR application to run/stop VR apps and switch between different experiences during a VR session. Preventing user to access OS environment via HTC Vive system button, but still able to use for VR Dashboard app.

Referante - VR system for training referees

**Role:** Lead Developer

**Responsibilities:** R&D, Architecture, Calibration Tools.

Complex VR(HTC Vive) training simulator with additional equipment. **Visual(openCV)** and **audial recognition(whistle)**, **motion recognition(hand tracking)** and using **MoonRun** (<https://moonrun.com>) as a running device.



Comodo Security Solutions

**Role:** Lead Developer

**Responsibilities:** R&D

AR business application with indoor tracking

Tournaments SDK for Unity3d

**Role:** Lead Developer

**Responsibilities:** Architecture, Development, Improvements

Tournament asynchronous matchmaking system implemented as an **SDK for Unity3d** engine. Tech stack included implementation of **AWS** managed backend.



NDA projects

**Role:** Developer

**Responsibilities:** Architecture, R&D, Improvements

**PokemonGO clone** with unusual gameplay.

Medical application using **OpenCV**.

Couple of mobile **AR applications** used in **healthcare**

Bobsleigh VR simulator

**Role:** Lead Developer

**Responsibilities:** Architecture, R&D, mentoring

Bobsleigh VR simulator is a complex project built using **motion platform**(<https://motionsystems.eu>), synchronized and motion on GearVR. **Video stream** included **telemetry** captured by GoPro Fusion and **converted to Yaw, Pitch and Roll** that were feeded to platform.



MEinVR @ GARAGE48 AR/VR Hackathon

**Role:** Team Lead and developer

**Responsibilities:** Pitching, R&D.

**1st runner up** with Realtime Mesh Editor in VR.

Just in 48 hours we managed to create mesh editor in VR with a bunch of usefull tools for fast prototyping

Hobo VR Simulator @ XReality Hackathon

**Role:** Team Lead and developer

**Responsibilities:** Pitching, R&D.

We took the **1st place in FunTech** with an immersive simulator of Hobo life. While other participants were pitching we were listening and managed to implement all finalists projects into our project, so we impressed not only with game, but with a great sens of humor.



This is just a list of projects that I'm proud of.

My full portfolio has much more games and apps if you want to know more, don't hesitate and contact me:

[in](https://linkedin.com/in/skrups) <https://linkedin.com/in/skrups>

[f](https://facebook.com/skrupskyi) <https://facebook.com/skrupskyi>

