UNITY DEVELOPER

E DUARD
S KRUPSKYI

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.

Email:	skrups@gmail.com
Phone:	+1(809) 980-9166
Address:	Ukraine, Odessa (currently in Dominican Rep.)

SKILLS

Skill	Rating
Unity3D	★★★★½
Editor Tools	★★★★☆
Game Development	★★★★½
Business Applications	★★★★½
AR/VR/MR	★★★★½
Multiplayer	★★★★☆
Optimization	★★★★★
Graphics Rendering	★★★★☆
Shaders	★★★★☆
C#	★★★★½
AWS	★★★★☆
Facebook API	★★★½☆
Google API	★★★½☆
Git	★★★★★
Jira	★★★★★
Agile/Scrum	★★★★☆

LANGUAGES

Language	Level
English	advanced
Spanish	speaking
Russian	native
Ukranian	native

in https://linkedin.com/in/skrups

f https://facebook.com/skrupskyi

EXPERIENCE

Now 2020 Aug — **Indie Developer**
Duel Games,
Remote
Full cycle development of Realtime Duel Color-Blast game.

2020 Aug — 2020 May — **Full stack Developer**
Tiplay Studio,
Remote
implemented scaleable backend API for in-game marketplace and successfully integrated to app.

2020 Apr — 2019 Oct — **Unity Developer**
XSight,
Remote
Participated in startup developing Hyperlocal Social Search Augmented Reality application

2019 sept — 2019 jan — **Lead Developer**
Esports Labs,
Orange County, CA
Developed tournament platform SDK for Unity, with AWS based backend

2018 dec — 2018 jul — **Lead Developer**
Comodo Security Solutions,
Odessa, Ukraine
R&D Team. AR business application development

2018 jul — 2018 feb — **Lead Unity Developer**
Freelance,
Remote
VR/MR simulator development with additional hardware(BLE tracker) and OpenCV processing. VR application development using ForceSeat Motion Platform (https://motionsystems.eu/)

2018 feb — 2016 may — **Unity developer - Tech Lead**
BVG Software Group LLC,
Odessa, Ukraine
Tech lead of game development team. Lead Unity developer. Tech speaker at AR/VR events. Mobile games development, business applications development. Team tech and skill development.

2015 oct — 2013 aug — **Full stack Developer**
Pixee Games Inc.,
San Francisco, CA
Developed and maintained backend for 8 duel(syncronus and asyncronus) games on Facebook platform.

EDUCATION

2008 2013 — **M.Sc. Mathematics and Computer Science**
GPA - 3.6
Odessa State Environmental University, Ukraine

2005 2008 — **Applied Mathematics**
Odessa National 'I.I. Mecnikov' University, Ukraine

UNITY DEVELOPER

E DUARD
S KRUPSKYI

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.

Email: skrups@gmail.com

Phone: +1(809) 980-9166

Address: Ukraine, Odessa (currently in Dominican Rep.)

---

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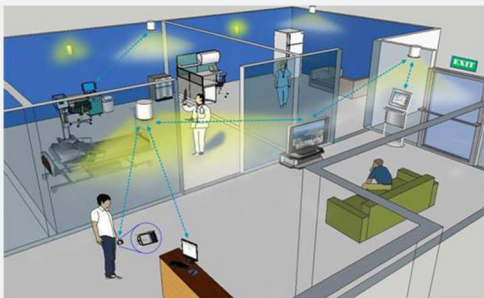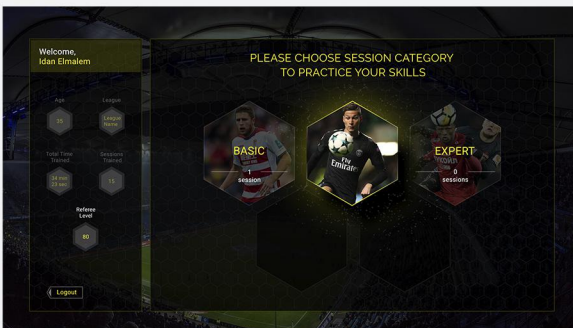Role: Developer
Responsibilities: R&D, Mentoring
VR Dashboard is an 3D VR application to run/stop VR apps and switch between different experiences during a VR session. Preventing user to access OS environment via HTC Vive system button, but still able to use for VR Dashboard app.

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 asyncrounus matchmacking 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), syncronized and runing 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:

https://linkedin.com/in/skrups

https://facebook.com/skrupskyi

That's all Folks!