

Bohdan Tsaplia

Mentor & Game Developer

ABOUT ME

Mentor and Unity3D game developer with 3+ years of experience.

I have been designing and developing both simple prototypes and commercial games for **Windows, Android** и **WebGL**.

I am always open for a new experience and teamwork.

CONTACTS

 B.TSAPLIA@GMAIL.COM

 [PORTFOLIO](#)

 [ITCH](#)

 [LINKEDIN](#)

 [GITHUB](#)

LANGUAGES

RUSSIAN 

UKRAINIAN 

ENGLISH 

PROJECTS

Find more at my portfolio [website](#)

1Line (CLIENT-project)

[LINK](#)

- Gameplay fixes & new features implemented;
- Code refactoring & optimization;
- Google API integrations;
- Integrated ad mediation with various ad providers (Google Admob, Unity Ads, IronSource, Applovin, AdColony)

Brutal Christmas (PET-project)

 [LINK](#)

 [LINK](#)

- In this project, I used DI framework **Zenject (Extenject)** for handling dependencies as a more flexible and encapsulated alternative to Singleton pattern.
- AI for enemies was implemented using **State Machine** pattern with slight variations in behavior in different types of enemies.
- I integrated **CI/CD** framework from Game CI to test and deliver builds using GitHub actions.

WORK EXPERIENCE

- Indie Game Developer (2018-2020)
- Game Development Mentor at **Ampli** (2020-2021)
- Game Developer at **Smugduck** (2021-2023)

HARD SKILLS

- Strong **C#** and **.NET**;
- Strong Visual Studio/Rider IDE (debugging, testing, refactoring, git);
- Experience in **git**, using **gitflow** principles (Unity collab, github, gitlab, bitbucket);
- Experience in using **OOP** principles;
- Knowledge of basic algorithms, algorithm analysis and data structures;
- I use **SOLID, KISS** and **DRY** principles in my projects;
- I enhance efficiency and readability of my code with various **design patterns**;
- Experience in writing **UNIT tests** for various app modules (mocking, stubbing, testable architecture);
- Experience in implementation **CI/CD** using **GitHub Actions**;
- Experience in creating **Custom Editors**;
- Experience in analyzing performance issues with **Unity Profiler, Frame Debugger**;
- Experience in game optimizing approaches;
- Practical use of **DI** principle with **Zenject** in projects;
- Experience in using **Unity Addressables**;
- Experience in asynchronous programming (async/await, Coroutines*);
- A little familiar with **UniRX** and reactive programming;
- **Game design** of simple game systems, mechanics, features;
- Worked with **Photon Unity Networking 2** and **UNET**;
- Practical experience in developing **VR** games using **OpenXR** plugin;
- Can create simple shaders using **Amplify Shader Editor, Unity Shader Graph**