Bohdan Tsaplia

Unity Developer · C# / .NET · Mobile · WebGL · Cross-Platform

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PROFESSIONAL SUMMARY

Unity Developer with 5+ years of experience building and shipping mobile, WebGL, and cross-platform products with C# and .NET. Sole developer behind a live WebGL IPSC stage editor used by the shooting community worldwide, and a contributor to a training app with 50K+ downloads. Comfortable owning products end-to-end — architecture, implementation, optimization, and release — across games, tools, and AR.

CORE EXPERTISE

Unity & Game Dev — Unity 6, C#, OOP, SOLID/KISS/DRY, design patterns, MVC/MVVM, uGUI, Zenject/Extenject, VContainer, Addressables, UniTask, async/await, REST APIs, Custom Editors & tooling, Unity Profiler & Frame Debugger, performance optimization, shaders (Shader Graph, ASE), animations & IK, AR & VR (OpenXR), UniRx

Platforms — iOS, Android, WebGL, Windows, macOS, VR

Monetization & Services — IAP, ads mediation (AdMob, Unity Ads, IronSource, AppLovin, AdColony, Facebook SDK), localization (Crowdin), analytics

Tooling & Delivery — Git (GitHub/GitLab/Bitbucket), CI/CD (GitHub Actions, Game CI), unit/integration testing, Agile/Scrum/Kanban, Visual Studio, JetBrains Rider, AI-assisted dev (Cursor, Claude Code, ChatGPT)

PROFESSIONAL EXPERIENCE

Unity Developer

Jun 2023 – Present

Shooters.Global

- Own Unity development for web and mobile products serving the IPSC practical-shooting community, from architecture decisions through release and post-launch support.
- Sole developer of a WebGL stage editor (events.shooters.global), built end-to-end and actively used by the community worldwide.
- Shipped the Viewer in Drills training app (Android/iOS, 50K+ downloads), working closely with native mobile developers.
- Built AR stage visualization letting users preview stages at 1:1 real-world scale before physically building them.
- Optimized WebGL rendering and performance across browsers and devices; diagnosed and fixed platform-specific iOS/Android issues.

Unity Developer

Oct 2021 – May 2023

SmugDuck

- Designed, developed, and maintained game applications in a cross-functional team, working directly with the client to gather requirements and ship features.
- Delivered gameplay features and optimization for **1Line, Wordle** (hypercasual mobile games) — new features, refactoring, and performance/maintainability improvements.
- Integrated Google APIs and ad mediation across AdMob, Unity Ads, IronSource, AppLovin, and AdColony.
- Wrote clean, maintainable C# using OOP, SOLID/KISS/DRY, and design patterns; deployed across dev stages with Git.

Game Development Mentor

Dec 2020 – May 2022

Ampli

- Mentored developers on Unity3D tooling and game-development fundamentals, adapting guidance to each mentee's needs and progress.

Indie Game Developer

Aug 2018 – Present

Self-employed (itch.io)

- Designed and shipped 20+ games from concept to release with Unity, including game-jam entries built under tight deadlines.
- Built gameplay systems, VR mechanics, UI, tools, AI, and architecture across genres; rapidly prototyped and iterated on new mechanics.

SELECTED PROJECTS

- **Stage Builder** (WebGL tool) — browser tool to plan, edit, and share IPSC stages, with accurate physics/scoring, data persistence, and sharing. Zenject, C#, JavaScript, Custom Editors.
- **Mobile Stage Viewer** (Android/iOS, AR) — cross-platform AR viewer projecting IPSC stages into real-world environments. Zenject, C#, OpenXR, IK.
- **smile-face.exe** (Personal) — Zenject DI, State Machine enemy AI, and CI/CD via Game CI & GitHub Actions.

EDUCATION

B.Sc. in Automation and Computer-Integrated Technologies
Kharkiv National University of Radio Electronics (NURE)
2021 – 2025

LANGUAGES

Ukrainian (Native), English (B2, Upper-Intermediate)