Bohdan Tsaplia

Unity Developer · C# / .NET · Mobile · WebGL · AR

Wrocław, Poland · B2B contractor · me@gishadev.com · LinkedIn · GitHub · itch.io · Portfolio

PROFESSIONAL SUMMARY

Unity developer with 5+ years of commercial experience shipping mobile, WebGL and AR products in C#. Sole developer of a live WebGL stage editor used by IPSC shooters worldwide, and developer of the AR Stage Viewer in a training app with 50K+ downloads. I own products end to end: architecture, performance, release and post-launch support.

CORE EXPERTISE

Architecture — Unity 6, C#, DI (Zenject/Extenject, VContainer), MVC/MVVM, state machines, async (UniTask, async/await), UniRx, Addressables, REST APIs

Performance — Unity Profiler, Frame Debugger, Memory Profiler, WebGL build size and load-time optimization, draw-call and GC reduction

Graphics & XR — Shader Graph, Amplify Shader Editor, animation and IK, AR Foundation (ARKit/ARCore), OpenXR (VR)

Tooling & Delivery — Custom Editors and in-house tools, CI/CD (GitHub Actions, GameCI), unit and integration tests, Git

Mobile & Monetization — iOS, Android, WebGL, Windows/macOS; IAP, ad mediation (AdMob, LevelPlay/IronSource, AppLovin MAX), analytics, localization (Crowdin)

PROFESSIONAL EXPERIENCE

Unity Developer
Jun 2023 – Present

Shooters.Global

Own all Unity development for the company's web and mobile products for the IPSC practical-shooting community; the company sells to 70+ countries and regions.

- Built and maintain **Stage Builder** as sole developer: a WebGL tool to design, score and share IPSC stages, used by thousands of shooters worldwide (Zenject, C#, JS interop, custom editors).
- Extended the WebGL editor to run smoothly on tablets as well as desktops, using texture/mesh compression and code stripping; fixed browser-specific rendering and memory issues.
- Developed the AR Stage Viewer in the Drills app (Android/iOS, 50K+ downloads), which projects stages at 1:1 real-world scale so organizers can check layouts before building them; integrated it with the native iOS/Android team.
- As the sole Unity developer, defined the project architecture and worked with DevOps on the CI/CD build pipeline.

Unity Developer
Oct 2021 – May 2023

SmugDuck

- Developed and optimized casual mobile puzzle and word games for external clients, from requirements to release.
- Integrated ad mediation (AdMob, Unity Ads, IronSource, AppLovin) and Google Play services.
- Refactored legacy gameplay code into a modular architecture, making new features easier to add and maintain.

Game Development Mentor
Dec 2020 – May 2022

Ampli

- Mentored 30+ students in Unity and C# fundamentals in group sessions, reviewed their homework code, and ran 1:1 sessions when needed.

Indie Game Developer
Aug 2018 – Present

Self-employed (itch.io)

- Shipped 25+ games in Unity, including 25 game-jam entries, building gameplay systems, VR mechanics, enemy AI and tools.
- Set up CI/CD for personal projects with GameCI and 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, professional working proficiency)