

# Yahor Paulovich

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Pogodna Street, Bialystok, 15-354, Poland

## TECHNICAL SKILLS

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**Programming Languages:** C#, C++, TypeScript, HTML5/CSS  
**Game Engines:** Unity, Cocos Creator  
**Platforms:** Android, Mobile, VR/AR/MR, Web, PC  
**Concepts:** OOP and Software Design Patterns, Data-Oriented Design and ECS

## PORTFOLIO

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- [yahor-paulovich.itch.io](https://yahor-paulovich.itch.io) (Playable Ads)
- [yahorpaulovich.github.io/Portfolio](https://yahorpaulovich.github.io/Portfolio) (Projects)
- [github.com/YahorPaulovich](https://github.com/YahorPaulovich) (Code)

## SUMMARY

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I'm a Game Developer with 5+ years of professional experience specializing in Unity and Cocos Creator. I wrote the code for my first game, a 2D platformer, when I was 12 years old using ActionScript 3.0. Strong background in software engineering and data-oriented design principles. Experienced in full development lifecycle from concept to deployment, including mobile/PC/VR games and playable ads.

I love to solve complicated problems in a simple and beautiful way and by giving a problem to me you can be sure I found a creative solution for it.

## JOB STATUS

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At the moment I have contracts with MY.GAMES (Part-time), Skywaylab (Full-time), CreoMancer (Freelance), but I am also open to new offers.

## PROFESSIONAL EXPERIENCE

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**Playable Ads Developer** Dec 2025 - Present  
*CreoMancer · Freelance* *Kentron, Yerevan, Armenia · Remote*

- Implementing engaging gameplay mechanics for mobile advertising campaigns
- Optimizing performance and file size for various advertising platforms
- Collaborated with a team of artists, animators, game designers, creative managers, and producers

**Playable Ads Developer** Oct 2025 - Present  
*Skywaylab · Full-time* *Limassol, Cyprus · Remote*

- Implementing engaging gameplay mechanics for mobile advertising campaigns
- Optimizing performance and file size for various advertising platforms

**Playable Ads Developer** May 2025 - Present  
*MY.GAMES · Part-time* *Rotterdam, South Holland, Netherlands · Remote*

- Implementing engaging gameplay mechanics for mobile advertising campaigns
- Optimizing performance and file size for various advertising platforms
- Collaborated with a team of artists, animators, game designers, creative managers, and a producer

**Playable Ads Developer** Mar 2025 - Jun 2025  
*Ardor Media · Part-time* *Tallinn, Harjumaa, Estonia · Remote*

- Created playable advertisements from initial concepts through release
- Optimizing performance and file size for various advertising platforms
- Worked closely with creative managers and game designers

**Cocos Creator Developer** Apr 2025 - May 2025  
*Alhemija Games · Full-time* *Herceg-Novi, Montenegro · Remote*

- Supported and developed existing playable ads
- Developed new versions of playable ads for various advertising campaigns
- Cooperated with internal development team and external creative teams (2d/3d artists, animators, game designers, creative managers, and a producer)

## Unity Developer - Self Employed

Sep 2022 - Jul 2024

*GU Solutions*

*Białystok, Podlaskie, Poland · On-site*

- Collaborated with B2B clients to prototype Action, Adventure, and Indie games
- Fostered success on various platforms through technical expertise

### Projects under GU Solutions:

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#### Middle Unity Developer

Feb 2024 - Mar 2024

*Voidverse Studios · Seasonal*

*Toronto, Ontario, Canada · Remote*

- \* Worked on unannounced mobile project using Unity
- \* Implemented game features and systems for mobile platform

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#### Unity Developer

Oct 2023 - Mar 2024

*Extension Forces · Seasonal*

*Buenos Aires, Argentina · Remote*

- \* Developed simulator games and Xreal Light MR/VR/AR prototyping
- \* Implemented immersive mixed reality experiences using XREAL SDK

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#### Unity Developer

Jan 2023 - Apr 2023

*Gamedev Camp · Seasonal*

*Vilniaus, Lithuania · Remote*

- \* Lead programmer for "Run Over It", a survival tower defense game
- \* Developed optimized horde spawn system reducing load on low-end devices
- \* Created infinite adventure mode alongside story mode maintaining immersion
- \* Utilized Unity's Data-Oriented Technology Stack for performance optimization

#### Unity Developer

Jul 2021 - Jul 2022

*Gammister · Full-time*

*Dubai, United Arab Emirates · Remote*

- Spearheaded gambling project development from concept to prototype
- Successfully oversaw beta testing phase on Google Play Store
- Implemented backend services using ASP.NET Core SignalR and Entity Framework
- Deployed and maintained services using Docker on Ubuntu Server

## EDUCATION

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### Bachelor's Degree in Software Engineering

2018 - 2022

*International University MITSO*

- Information Systems and Technologies (In Economics)
- Main disciplines: Web design, System analysis, OOP, Distributed systems, Software engineering

## LANGUAGES

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**Belarusian:** Native

**Russian:** C2 (Proficient)

**Ukrainian:** Bilingual

**English:** B1+ (Technical)

**Polish:** A2 (Basic)

## BOOKSHELF

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- Algorithms + Data Structures = Programs by Niklaus Wirth
- Design Patterns: Elements of Reusable Object-Oriented Software by Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides
- Computer Networks by Andrew S. Tanenbaum, David J. Wetherall
- Head First Design Patterns: A Brain-Friendly Guide by Eric Freeman, Bert Bates, Kathy Sierra, Elisabeth Robson
- C++: The Complete Reference by Herbert Schildt
- Clean Architecture: A Craftsman's Guide to Software Structure and Design by Robert Martin
- Data-oriented Design: Software Engineering for Limited Resources and Short Schedules by Richard Fabian