Vadym Marchuk

Unreal Engine / C++ Developer

Hi! I'm a C++ programmer with 4 years of experience in game development and a total of 5 years in IT. My work involves creating new gameplay mechanics, porting games to various platforms, and optimizing performance. I also have experience in developing VR projects and multiplayer project. I'm ready for new challenges and always looking for ways to enhance the gaming experience for players.

Contact

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LinkedIn: LinkedIn

Web Site: Portfolio

Education

2019
Computer Science
Bachelor's degree
Khmelnitsky National University

EXPERTISE

Gameplay Programming:
- Core Mechanics & Systems
- Gameplay Ability System (GAS)
- UI (UMG & Common UI)

Multiplayer Engineering:
- Network Replication & Optimization
- Game Mode Architecture

Platform & VR Development:
- Console Porting (PS4/5, Xbox, Switch)
- VR Mechanics & Performance (Oculus)

TECHNICAL SKILLS & TOOLS

- **Languages:** C++, C#, C
- **Engines:** UE4/5, Custom
- **Platforms:** PC, PS4/5, Xbox, Nintendo Switch
- **Version Control:** Git, Perforce

Language

English - Upper-Intermediate

Ukrainian - Native

Experience

10.2024-now
KAVA Games| Ukraine
- Engineered multiplayer systems for Katana Inu (UE5), implementing replication for the core game loop and character abilities using GAS.
- Developed and shipped multiple game modes (1v1, 3v3, FFA) and optimized server performance by reducing data synchronization calls.

10.2023-10.2024
Play Fusion Lab | Ukraine
- Developed core gameplay for the VR racing title Rebel Cars (UE5) and a Souls-like prototype on PS5, focusing on combat, vehicle mechanics, and UI.
- Integrated third-party SDKs for analytics, ads, and IAP across multiple mobile projects.

08.2023-10.2023
Walla Walla Studio | Ukraine
- Developed gameplay mechanics and integrated character animations for an unannounced multiplayer shooter.
- Profiled and optimized game performance, addressing CPU and GPU bottlenecks.

04.2022 - 08.2023
MATABOO l Warsaw, Poland
- Contributed to the technical porting of Kao the Kangaroo to Nintendo Switch, PS4/5, and Xbox, focusing on performance to achieve a stable 30 FPS.
- Developed gameplay mechanics for the "Bend The Rules" DLC, including a complex 2.5D level.
- Implemented a compliant save system for the Nintendo Switch version of Adam Wolfe, resolving platform-specific challenges.

02.2020 - 04.2022
Department for Specialized Training and Canine Services of the State Customs Service of Ukraine
- Independently developed a VR Training Simulator in UE4, which was integrated into the official training program and led to collaboration with the World Customs Organization (WCO).

Projects i worked on:

Katana Inu

Rebel Cars

Kao the Kangaroo

DLC Kao the Kangaroo Bend the Rules

Adam Wolfe

VR SIMULATOR

360 VIDEO