

Dmytro Pakhuta

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Passionate Unity developer with 3+ years of crafting immersive gameplay, AI systems, and VR experiences for PC, mobile, and Meta Quest. Proven track record: 20 % FPS lift on a commercial title, 90 fps VR training app used by 80+ Dutch government agencies, and a 120 FPS jump in a racing game after profiling.

Experience

Unity Software Developer (Part-time)

July 2025 - Present

SonnyK

Eindhoven, Remote

- Selected from 60+ candidates to join a core development team for a commercial game project backed by a major creator with 500k+ subscribers.
- Architected and refactored the core combat system using C# and .NET, implementing advanced design patterns (Strategy, Factory, Observer, Object Pooling) which improved average FPS by 20%.
- Developed complex input-response logic and enemy state management, synchronizing 2D sprite animations with 3D spatial mechanics to create a responsive, timing-based combat loop.
- Designed the architecture to support future implementation of advanced Enemy AI and Behavior Trees which ensured comfortable and well-coordinated work on code for more than 5 software developers in team.
- Lead a cross-functional team of developers and artists to integrate Parkour and Quest systems, resolving inter-system dependencies and optimizing runtime stability, laying the groundwork for advanced enemy AI and behavioral systems, helping the project to reach an MVP state to request further funding from publishers.
- **Tech Stack:** Unity, C#, .NET, Git, Design Patterns (Strategy, Singleton, Facade, Observer), Jira.

VR Education Developer

September 2024 - July 2025

FIOD

Eindhoven, the Netherlands

- Developed a VR training application focused on cryptocurrency & fiscal-crime education that was well received by 80+ people across 5 different Dutch governmental organizations (Politie, KMAR, OM, Belastingdienst, FIOD).
- Optimized the runtime performance (90 fps) on Meta Quest 3 through profiling and fine-tuning of physics settings.
- Conducted a research ($N = 19$) comparing learning efficiency of PDF instructions and serious VR games.
- Worked closely with cryptocurrency, UX and XR specialists.
- Created user friendly in-game multi-step video tutorial system.
- Personally presented the VR solution to non-technical audiences.
- **Tech stack:** C#, .NET, Unity, Meta Quest, XR Integration Toolkit, Git, Blender, Zotero.
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Unity Developer

September 2022 - February 2023

Artking Studio

Eindhoven, the Netherlands

- Built a core system to complement its existing .NET code base for a mobile racing game helping it reach its MVP state.
- Researched and compared 3 different approaches to implement car physics in the game engine.
- Designed modular and configurable configuration systems and applied it for 50+ in-game cars.
- Identified and fixed a critical performance bottleneck by profiling, increasing FPS from 19 to 120.
- **Tech stack:** C#, .NET, Unity, Git, Wheel Collider, Android.

Independent Software Developer

November 2020 - August 2023

Self-employed (Part-time)

Eindhoven, Remote

- Executed 20+ complex development contracts for academic clients via a major European student freelance network.
- Delivered full-cycle solutions ranging from Unity physics engine debugging to complete C#/.NET application builds.
- Demonstrated rapid adaptability by switching between diverse technical stacks (Java, SQL, Windows Forms) to meet unique client requirements.
- Maintained a 5-star reputation for reliability and code quality under tight academic deadlines.
- **Tech stack:** C#, .NET, Unity, Java, SQL, Windows Forms Applications, Git.

Flutter Developer

February 2021 - June 2021

Dutch Games Studio

Woerden, Remote

- Engineered the core front-end architecture in Flutter, implementing a scalable Firebase/Firestore backend for real-time user data synchronization.
- Designed a modular localization system and reusable UI component library, accelerating feature delivery and enabling global market readiness.
- Contributed to the production launch strategy, supporting the game's growth to 100k+ downloads on Android within the first year.
- **Tech stack:** Flutter, Dart, BLoC, Firebase, Android Studio, Trello, Git.

Skills

Languages: C#, C++, Java, GDScript, SQL.

Technologies: Unity, XR development, Zenject, CI/CD, DOTween, MySQL, Firebase, Git.

Design & Development: Scrum (Agile), OOP, Design Patterns, UML Diagrams.

Education

Fontys University of Applied Sciences

Master of Applied IT

February 2024 – July 2025

Eindhoven, the Netherlands

Fontys University of Applied Sciences

ICT & Software Engineering

September 2018 – July 2023

Eindhoven, the Netherlands

Languages

English – C1

Dutch – A2

Russian – Native

Ukrainian - Native