



VREAL SOFT

Savchenko Vadim

Senior Software Developer

➤ Skills:

Programming:

- C#;

Frameworks:

- Entity Framework, SignalR, Windows forms, ASP.NET - MVC, Web API, .Net Core, WPF, Xamarin;

Methodologies:

- SCRUM, AGILE, Waterfall;

Operating Systems:

- Windows, Linux;

Software:

- Architecture, Documentation, Engineering, Postman;

DB:

- MSSQL, MySQL, NoSQL, MongoDB, Postgre

Development Tools:

- Unity3D, Visual Studio.



➤ Project:

➤ Torg-UA

Description:

Open Procurement toolkit that serves as a consuming and synchronized application to the Ukrainian Prozorro system.

Responsibilities:

- Technical architecture and design based on business requirements;
- .Net developer;
- Xamarin developer;

Technologies:

- C# .NET;
- MySQL, EntityFramework, Xamarin;
- ASP.Net MVC.

➤ Cinema

Description:

Application for creating short videos in Instagram stories based on templates. The user login selects a template, fills in the parameters and gets the finished video.

Responsibilities:

- Technical architecture and design based on business requirements;
- Xamarin developer;
- .Net developer;

Technologies:

- C# .NET;
- SQLite, EntityFramework, Xamarin.



➤ Arbi

Description:

With Arbi you can display your own 3D assets and showcase in Augmented Reality.
Develop a server-side of the service.

Responsibilities:

- Technical architecture and design based on business requirements;
- .Net developer;

Technologies:

- C# .NET;
- MySQL, EntityFramework.

➤ Somnium Space

Description:

Development of a server solution for the open world VR with an administrative control panel.
In this VR world, you can walk along the streets, visit cinemas, discos, gambling establishments, etc.

Responsibilities:

- Technical architecture and design based on business requirements;
- .Net developer;

Technologies:

- C# .NET;
- MySQL, EntityFramework.

➤ ModelPay

Description:

Parse the PDF file and output data from it in the user account .

Responsibilities:

- .Net developer;

Technologies:

- C# .NET;
- MySQL, EntityFramework.



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➤ Rum Hunter

Description:

Development of the game that improves attention skills. Arcade.

Task: Capture as many islands as possible, and collect all the treasures before the level of rum in the blood drops to a critical level!

Features:

- Simple and fascinating gameplay;
- Several pirates for choice;
- Skill levels;
- Unusual sorts of rum with unexpected effects;
- Diversity of islands and treasures.

Responsibilities:

- C# developer;

Technologies:

- Unity3D.

➤ Wizard Cat

Description:

Development of the game that improves attention skills. Arcade.

Task: the cat Vzhuh with the magic clew tries to defend its house from the wreckers.

Features:

- Unique gameplay;
- Diversity of levels;
- Skill levels;
- Cute art;

Responsibilities:

- C# developer;

Technologies:

- Unity3D.



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➤ **Koala Charrge**

Description:

Arcade game development.

Task: Koalas are racing one another on the branches of the trees. The players can control them by sitting in the same room offline.

Features:

- Unique gameplay;
- Interaction through the local mobile network;
- Skill levels;
- Cute art;

Responsibilities:

- C# developer;

Technologies:

- Unity3D.

Also commerce AR/VR projects

➤ **Service clients**

Description:

Website for reporting and tracking companies classifying them by level of trust on the market.

Responsibilities:

- Technical architecture and design based on business requirements;
- .Net developer;

Technologies:

- C# .NET;
- MySQL, EntityFramework.



➤ FoodStory

Description:

Develop a server-side of the service

Downloading the FoodStory app, the guests can see exactly what they will be served. The app allows them to choose the restaurant and view its menu as 3D holograms. These holograms are projected through the smartphone or tablet camera. Guests can view the menu inside the restaurant or at home before making a reservation.

Responsibilities:

- Technical architecture and design based on business requirements;
- .Net developer;

Technologies:

- C# .NET;
- MySQL, EntityFramework.

➤ Traffic Laws (Hazard Perception)

Description:

Development of an application based on virtual and augmented reality for Samsung GearVR. App checks drivers' knowledge of traffic rules and their attention on the roads. App works in 360, 2D, 3D mode

Responsibilities:

- Development of mobile applications;

Technologies:

- Unity3D GearVR;
- C#.

➤ LedDetection

Description:

Develop IOS and Android mobile application that can:

- Read the LED signals of industrial equipment;
- Analyze the read signals;
- Interpret them in programmed notifications about the state of equipment.

Responsibilities:

- Development of mobile application;

Technologies:

- Unity3D;
- C#.