

# Yevhen "Jack" Sydorenko

## Senior Unity/C#/JS Software Engineer

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[GitHub](#) | [LinkedIn](#) | [Asset Store](#)

## Summary

Senior Software Engineer with 21+ years of commercial experience in system architecture, software development, game development, simulation systems, and .NET/Unity.

Expert in Unity DOTS (ECS, Jobs, Burst), C# architecture, and high-performance systems. Creator of StoryTailor programming language (npm, VS Code extension), HexTerrains framework (Unity Asset Store) and Chess Knight puzzle game. Passionate about scalable code, optimization, and creative tool development.

## Core Skills

**Languages:** C#, JavaScript/TypeScript, Haxe, Delphi, ShaderLab, StoryTailor

**Engines & Tech:** Unity (DOTS / ECS / Jobs / Burst), DirectX 9-11, WPF, ASP.NET Core MVC, Node.js

**Systems:** Game architecture, physics simulation, ECS optimization, procedural generation, tools development

**Tools:** Visual Studio, VS Code, Unity, Git, 3ds Max, Blender, Photoshop, Sonar, Perforce, TFS

**Databases:** MySQL, MSSQL, PostgreSQL

**Soft Skills:** Leadership, mentoring, project architecture, cross-discipline collaboration, support

## Professional Experience

### Superplay Ltd - Senior Unity Developer / Team Lead

*Apr 2023 - Jun 2025*

Projects: Disney Solitaire, Unannounced Project

Tech: **C#, Unity3D (tools & pipeline development)**

- Designed and developed core architecture for a large-scale Unity title.
- Led feature implementation, service integration, and optimization of legacy systems.

- Owned full development cycle - architecture, coding, visuals, feature merging

## HexTerrains Framework - Creator / Technical Lead

*Dec 2022 - Mar 2023*

High-performance hexagonal terrain framework built with Unity DOTS (ECS, Native Collections, Jobs, Burst).

Tech: **C#, Unity3D**

- Designed and developed complete data-oriented architecture and serialization.
- Achieved 100+ FPS on 1,000,000 cells with multi-layer rendering.
- Implemented in-game editor, procedural generation, and save/load system.

[[Trailer](#)] | [[Asset Store](#)] | [[Video demos](#)]

## Inception XR - Senior Unity Developer

*Mar 2022 - Nov 2022*

Projects: Bookful, Little Oxford for mobile and AR platforms

Tech: **C#, Unity3D**

- Developed and maintained Mobile/AR educational apps in Unity.
- Designed and implemented new features like finger paint along the Bézier curves, new UI components like Flex-box, etc.

## Chess Knight - Creator / Lead developer

*Oct 2020 - Feb 2022*

Puzzle game with mechanics based on chess-piece movement logic.

Tech: **C#, Unity3D**

- Designed and developed original puzzle mechanics, in-game editor, and procedural generation.
- Managed team and full release pipeline.

[[Play in browser](#)]

## Wizplay (Skywind Group) - Team Lead / Senior Unity Developer

*Jan 2020 - Sep 2020*

Mobile gaming platform client for Android & iOS with ability to play browser games inside the Unity App.

Tech: **C#, TypeScript, Unity3D**

- Designed and developed architecture and UI systems.
- Implemented in-app web-server and in-app web browser.
- Led team of Unity developers, interviewed candidates, mentored new hires.

## Kevuru Games - Team Lead / Technical Lead / Senior Unity Developer

*Jun 2019 - Sep 2019*

Tech: **C#, StoryTailor, Unity, Godot, UE4**

- Designed and developed Match-3 game constructor framework in Unity.
- Contributed to multiple commercial projects across Unity, Godot and UE4.

## StoryTailor - Creator / Architect

*Feb 2017 - May 2019*

Programming language for text development (Novels, Screenplays, Code-generation, Books, etc.) Compiles to JavaScript (like TypeScript), provides the ability to code, debug, trace, compile, and execute.

Tech: **TypeScript, npm, VS Code**

- Designed and implemented a new programming language for text development.
- Designed and developed Tokenizer, Parser, and Compiler.
- Designed and developed VS Code extension that provides a support for StoryTailor programming language.

## Earlier Experience 2004 - 2016

- **Marketing Labs (2016-2017)**: Team Lead, ASP.NET Core Full-Stack Development.
- **Plarium (2015-2016)**: Technical Lead, Unity Match-3 Framework & Shader Development.
- **Social Quantum LTD (2013-2015)**: Team Lead / Senior Unity Developer, Dragons World and strategy titles.
- **Luxoft (2011-2013)**: Senior .NET Developer (Deutsche Bank iTrack, HR Systems).

- **AMB Group** (2009-2011): Team Lead / Project Manager / Senior Software Developer, secure e-Ukraine document workflow system
- **Sozidatel LTD** (2007-2009): Team Lead / Senior Software Developer, billing system for ATS with ability to print invoices for customers.
- **Mail Navigator + DBX Backup** (2004-2006): Software developer, Mail app with built-in search engine, restoration system for damaged DBX files (Outlook Express mail box files).

## Education

Master's in Computer Science - Dnipro's National University, Ukraine (coursework completed, 2006).

## Languages

**English** - Fluent | **Ukrainian** - Native | **Russian** - Native |  
**Spanish** - Beginner

## Public Projects

- **HexTerrains Framework** - ECS based terrain engine on Unity Asset Store  
<https://assetstore.unity.com/packages/tools/terrain/hex-terrains-framework-322256>
- **StoryTailor** - DSL for working with texts (VS Code Marketplace)  
<https://marketplace.visualstudio.com/items?itemName=jackstorytailor.storytailor-vscode>
- **Chess Knight** - puzzle game with chess figures.  
<https://freewebtime.github.io/chessknight/>

## Additional Links

**Github:** [[StoryTailor](#)] [[StoryTailor VS Code extension](#)]

**YouTube:**

[https://youtube.com/playlist?list=PLh4w4Iy3tUpTbpVgXemBUzXHVfrpoayvc&si=iOpHPG\\_k4dMy1xqh](https://youtube.com/playlist?list=PLh4w4Iy3tUpTbpVgXemBUzXHVfrpoayvc&si=iOpHPG_k4dMy1xqh)

**Blog:** [<https://blog.jack-storytailor.com/>]

## Key Highlights

- **21+ years** of software development experience (2004-2025)
- Released multiple commercial games and tools
- Proven expertise in DOTS, ECS, and data-oriented architecture
- Creator of StoryTailor programming language, Chess Knight puzzle game, and HexTerrains Framework Unity Asset
- Technical leadership experience managing teams of 3-10 developers