VADYM PLATANYI

Github

Github portfolio page

LinkedIn

vadim.plataniy@gmail.com

Ukraine\Kryvyi Rig

Hard skills

LangChain, LangGraph, LlamaIndex, Python, C++, C#, JavaScript, TypeScript, PyTorch, TensorFlow, NumPy, Pandas, SciPy, Spacy, scikit-learn, Hugging Face Transformers Datasets Accelerate, ONNX, NLTK, OpenAI, Anthropic, Ollama, FastAPI, Flask, Django, Docker, Kubernetes, Git, GitHub, Perforce, Linux, Bash, MLflow, Apache Spark, Airflow, Kafka, Redis, SQL, PostgreSQL, Neo4j, Matplotlib, Seaborn, Plotly, Streamlit, Unreal Engine, Unity

My professional activities mainly was related to work with Unreal Engine and C++. My university and personal projects mainly was related to work with Python and usage of machine learning/AI. I am currently actively improving my skills in the field of data science and AI systems engineering.

Languages

English: Upper-Intermediate Ukrainian: Fluent

Experience

Bloober Team SA
Cronos: The New Dawn

Junior VFX Programmer

2023 - 2025

- Implementation of visual effect calling and transformation logic for use within game logic.
- Shader graph logic modification and fixing
- Niagara logic modification and fixing
- Niagara usage oprimization
- Implementation of visual related gameplay mechanics

Pixela Labs, LLC

Junior Software Developer

2022 - 2023

Playwing Ukraine
Century: Age of Ashes

Junior C++ Game Developer

2021- 2022

- Implementation of mechanics for the game tutorial and player interaction with it
- Implementation of processing transaction and player data on the backend for EGS accounts
- Development of the functionality of the newsletter to the players, including the processing of the player's information on the backend using the SendinBlue Rest API
- Implementation of additional features for post-match flow stages with game results
- Helping for deployment on Xbox pastgen
- Development of mechanics for seasonal events

Freelance

Unity Developer

2021

- Developing of casual game prototypes
- Receipt of the task and communication with the customer

Education

Kharkiv National University of Radio Electronics

2019 - 2025

Master, Data Science (Computer Science)

In my master's thesis, I investigated usage of small language models for the task of translating natural language into BASH commands. This involved comparing, analyzing, modifying, training, and implementing the usage of small language models.