

Eugene Bolshakov

Senior Graphics Programmer

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I build rendering systems that run fast and look right. Specializing in Graphics Programming and Data-Driven systems with a track record of delivering high-performance results. Strong communicator with cross-functional leadership experience.

Experience

2026 Apr–Jul · Private Contract — Render/Compute *(Remote)*

- Ported Unity HDRP graphics pipeline from PC to PS5 and Xbox Series X|S
- GPU bottleneck profiling and resolution to hit platform performance targets;
- Resolved cross-platform shader and API compatibility issues
- Integrated optimizations into production legacy codebase

2024–2026 · Senior Unity Developer — [My Neighbor Alice](#) *(Remote)*

- Pioneered WebGPU adoption when it was experimental in Unity — proposed, championed, and drove implementation
- Collaborated directly with Unity's sole WebGPU engineer to resolve engine-level blockers; patched Unity internals to ship without waiting for an official release
- Reverse-engineered GPU Instancer and rebuilt it from scratch for WebGPU, enabling instanced voxel terrain with full vegetation in-browser
- Implemented modular UI components, font systems, and build automation tooling

2023–2024 · Lead Game Developer — Game Based Assessment *(Remote)* Solo developer: scalable client architecture, Google Cloud backend, Unity tooling (localization, analytics), Android deployment.

2022–2023 · Senior Unity Developer — Dragons Lake / BlueLight *(Remote)* Refactored legacy codebase, built provisional backend, integrated WebGL/Ethereum plugins, migrated UI to MVP architecture.

2021–2022 · Unity Developer — Ten Square Games / Undead Clash (*Remote*) Modular analytics system, dynamic tutorial system, editor tooling, performance profiling, Android package conflict resolution.

2020–2021 · Unity Developer — Heyworks / BlockBusters (*Remote*) Analytics framework, screen transition system, procedural footstep detection, character shaders/VFX, AI behavior trees.

2019–2020 · Freelance Unity Developer Localization system, Branch.io referral, Firebase Analytics, IAP integration, end-to-end deployment.

2009–2019 · Level Designer & Lead — SteelMonkeys / Wargaming Built level dev pipeline, wrote tooling requirements, WorldMachine scripting, data analysis, DDI Leadership Training.

GitHub Highlights

- [RePaint](#)
- [Build Engine 2 port](#)
- [Surface Impostor Baker](#)
- [N-Body Compute](#)
- [Analytic Sky Shader](#)

Technical Skills

Graphics: HLSL, GLSL, OpenGL, WebGPU, Compute Shaders, SRP/URP/HDRP, GPU Optimization, RenderDoc, ShaderLab **Dev:** Unity, C#, C++, C, Python, Lua, JavaScript, Raylib, ImGui, WebGL, Android, iOS **Architecture:** Modular Systems, MVC, Data-Driven Design, REST APIs, Zenject, UniTask, UniRx **Cloud/Data:** GCP, Firebase, BigQuery, SQL, Mathematical Modeling, CNN **Tools:** Git, Docker, Linux/Nix, DoTween **Leadership:** Agile/Scrum, Roadmap Planning, Team Management, Technical Documentation

Certifications & Education

Khan Academy: Multivariate Calculus - DDI: Outstanding Leaders - Coursera: Simulation & Modelling of Natural Processes - Coursera: Model Based Systems Engineering - Associate Degree in Computer Programming, Minsk Radio Technical College (2009)