



Stepan Chorny

Game Developer

I am a software engineer with 5 years of commercial experience. Passionate about game development, optimizations, and enhancing user experience.

Education

Lviv Polytechnic National University 2015 - 2019

Bachelor of Science in Computer Engineering

Skills

Languages and APIs

- JavaScript (ES5, ES6), TypeScript
- WebGL / GLSL, Canvas

Libraries

- Pixi.js, Phaser 2 / 3, CreateJS, Blacksmith 2D, Plank.js
- Three.js, Cannon.js
- React.js

Tools

- Git, Webpack, VS Code, Chrome DevTools
- TexturePacker
- Familiar with Adobe Photoshop and Blender 3D

English: Upper-intermediate

Work experience

Borna Technology Nov 2018 - Sep 2021

- Contributed to the development of 250+ playable ads (Phaser 2)
- Developed approximately 30 playable ads. (Phaser 2 / Three.js)
- Developed 2 games using TypeScript (Phaser 3)

Projects

- (Playable Ads, Phaser 2 / Three.js) [TilesHop](#), [RogueIdle](#), [DigTycoon](#), [TriviaCrack](#), [EverMerge](#), [SummonersWar](#), [COD](#), [Match3D](#), [ArcherDangerPhone](#), [TeacherSimulator](#), [RandomDice](#), [It'sAlwaysSunnyInPhiladelphia](#), [COD-2](#), [CellExpantionWar](#)
 - [Hello Kitty Pinball](#) (TypeScript, Phaser 3, Plank.js)
(might have to turn off Adblock)
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GamePoint Nov 2021 - Present

- Implemented new features to enhance the user experience in existing games. Provided continuous support and conducted optimization efforts to improve overall game performance

Projects

- [Bingo](#) (React.js, Pixi.js, Adobe Animate)
 - [RoyalDice](#) (React.js, Pixi.js, Three.js, Cannon.js)
(you should create an account to play)
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Pet projects

- [Banana Eater](#) - my first HTML5 game built with Phaser 3
- [Minecraft WebGL](#) - this project transformed the process of learning WebGL into an enjoyable experience for me. Utilizing gl-matrix.js for 3D math and Blacksmith 2D for UI components. Everything is crafted from scratch - physics, lighting, raycasting, and more. (this game doesn't work on Safari)

- [Connect the Dots](#) - clone of the famous mobile game "Flow". Created using Blacksmith 2D and playable on mobile platforms
 - [Minecraft 2D Light](#) and [DDA Ray Cast](#) - both are small demos that were born during development on Minecraft, as a lot of the stuff I initially did in 2D
 - [Hockey](#) - my attempt to create a 2D physics engine and build a game using it
 - [404](#) - error page implemented using vanilla JS and WebGL. The build size is only 11KB
 - [Lava Animation](#) - animation created using Three.js
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Contacts

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