

Mykhailo Holovan

Staff / Lead C++ Software Engineer | Game & Real-Time Systems

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SUMMARY

Hands-on Staff/Lead-level C++ Software Engineer with 10+ years of experience delivering AAA, multiplayer, console, PC, mobile, and cross-platform software. Deep experience with Unreal Engine 4/5, gameplay architecture, multiplayer replication, Gameplay Ability System (GAS), client-server design, vehicles and physics, debugging, profiling, and performance optimization. Combines production implementation with architecture ownership, estimation, mentoring, risk management, and cross-functional delivery.

SELECTED IMPACT

- Drove migration from a custom multiplayer ability framework to Unreal Engine's Gameplay Ability System, reducing comparable new-character ability development from about 2 weeks to 2 development days (about 3 days including testing).
- Owned architecture and delivery for two complex production features, completing a 2.5–3 month scope about 2 weeks early and a 4-month scope about 2.5 weeks early.
- Shipped and supported production software for PlayStation, Xbox, and PC; built automated dedicated-server testing that exercised multiplayer systems under concurrent-client load.
- Led, mentored, or coordinated multidisciplinary teams of up to 20 people across client engineering, backend, technical art, design, animation, QA, and project management.

CORE SKILLS & KEYWORDS

Engineering: C++11/17/20; Unreal Engine 4/5; Blueprints; Gameplay Systems; Gameplay Ability System (GAS); Multiplayer; Replication; Client-Server Architecture; Matchmaking; Metaserver Integration; Chaos Vehicles; Physics; Animation Systems

Production: PlayStation; Xbox; PC; Cross-Platform Development; Dedicated Servers; Automated Testing; Debugging; Profiling; Performance Optimization; Git; Perforce; Code Review

Leadership: Feature Architecture; Technical Planning; Estimation; Task Decomposition; Mentoring; Sprint Delivery; Cross-Functional Collaboration; Stakeholder Communication

WORK EXPERIENCE

Bespoke Pixel Studio — Game Developer

March 2026–September 2026

Full-time | On-site | Barcelona, Spain

- Implemented gameplay features and client-server logic in C++ and Blueprints across Unreal Engine 4/5 projects for mobile and PC.
- Prototyped and extended gameplay systems while supporting rapid designer iteration, automated dedicated-server validation, and Git/Perforce production workflows.

Amber — Senior Game Developer

August 2021–March 2026

Full-time | Remote

- Owned gameplay and multiplayer features from incomplete requirements through architecture, C++ implementation, integration, client technical acceptance, and production release.
- Designed the migration of a multiplayer project to GAS; aligned the strategy with management and engineers, implemented part of the framework, prepared testing, and organized knowledge sharing.
- Designed client-server flows for matchmaking and player-data services and coordinated delivery across a 5-person team spanning Unreal development, backend, technical art, and project management.
- Created tools and Blueprint-facing interfaces, supported console-ready PlayStation/Xbox builds, and drove debugging, profiling, and performance work in large codebases.

PlanDoro Interactive — Team Lead / Senior Gameplay Engineer

December 2020–Present

Part-time contract | Remote

- Lead hands-on design and implementation of UE5 C++ gameplay and multiplayer systems, including replication-aware logic, GAS integration, Blueprint interfaces, and feature ownership.
- Develop and tune vehicle and physics gameplay with Chaos Vehicles; investigate runtime, stability, and performance issues through debugging, profiling, and targeted optimization.
- Contribute when needed to backend and service integration using Java, Spring, and REST APIs, while supporting planning, mentoring, and client communication.

WORK EXPERIENCE — CONTINUED

PlanDoro Interactive — Middle Developer — Systems, Animation & Android

January 2018–December 2020

Part-time contract | Remote

- Implemented C++/Blueprint gameplay, client-server, animation, Android, and cross-platform systems across UE4/UE5 mobile and PC projects.

Perseverance Game Studios — Gameplay Developer — UE4/UE5, C++

March 2021–January 2022

Remote

- Implemented gameplay, client-server, animation, tools, Android integration, and stability/performance fixes for mobile and PC projects.

GSC Game World — Programmer — Gameplay & Networking, S.T.A.L.K.E.R. 2

May 2021–June 2021

Full-time | On-site | Kyiv, Ukraine

- Implemented and debugged C++/Blueprint gameplay and networking features in a large UE4 AAA codebase; supported profiling and optimization within Git/Perforce workflows.

Ubisoft — Gameplay Programmer — C++, Proprietary Engine

January 2021–April 2021

Full-time | Remote

- Implemented gameplay systems and internal tools in C++; investigated stability and performance across a large multi-team AAA codebase.

Qumaron Services Limited — C++ Developer

February 2018–December 2018

Full-time | On-site

- Developed and maintained cross-platform C++ mobile systems across Android and iOS, including platform integration, SDK updates, debugging, and optimization.

2 Bytes Game Studios — Co-Founder & Lead Gameplay Developer

February 2016–January 2018

Full-time | On-site | Kyiv, Ukraine

- Co-founded the studio and led hands-on C++ development across UE4 and Cocos2d-x projects, owning architecture, delivery, platform integrations, release automation, and mentoring.

2 Bytes Game Studios — Game Developer — C++ / Cocos2d-x

May 2014–January 2016

Full-time | On-site | Kyiv, Ukraine

- Built mobile games end-to-end across gameplay, UI, save systems, Android/iOS integrations, performance tuning, store submission, and post-launch support.

SoftServe — Junior C++ Platform Developer

February 2015–October 2016

Full-time | Kyiv, Ukraine

- Ported Windows-specific C++ functionality to macOS and Unix/Linux and contributed to debugging, stability, performance, and refactoring in a multi-team codebase.

EDUCATION

Kyiv National Economic University: Master's Degree in Computer Science, 2020–2022; Bachelor's Degree in Computer Science, 2017–2020

College of Information & Technology, Kyiv National Economic University: Junior Specialist in Computer Science, 2013–2017

LANGUAGES & WORK AUTHORIZATION

Languages: English — Fluent | Ukrainian — Native | Spanish — Conversational

Availability: Available to start immediately

Work authorization: Remote from Spain — no sponsorship required (employment or B2B); relocation abroad — visa sponsorship required