

VLADYSLAV YEROMENKO

.NET Developer · Fullstack · AI Agent Engineer

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PROFESSIONAL SUMMARY

Software engineer with 4+ years of hands-on experience across .NET backend, Angular/Next.js frontend and Unity game development. Last two years focused on building AI agents and LLM-driven automation for business processes — primarily on the Anthropic stack (Claude API, MCP, Claude Code) combined with n8n / Make workflows shipped into real products. Comfortable owning a feature end-to-end: from database schema and C# services to UI and deployment. Currently running my own Unity startup (Wayheart) and looking for a role where I can design and ship AI agents that save real engineering hours.

CORE SKILLS

- **AI / Agents:** Claude API (Anthropic), Model Context Protocol (MCP), Claude Code, tool use & function calling, prompt engineering, RAG basics; OpenAI API as secondary; n8n, Make (Integromat), Zapier.
- **Backend:** C#, ASP.NET Core Web API, MVC, Entity Framework Core, REST, WPF, WF, SignalR, design patterns, SOLID, DDD basics.
- **Frontend:** Angular, Next.js, TypeScript, JavaScript, HTML, CSS/SCSS/SASS.
- **GameDev:** Unity, C#, gameplay systems, UI Toolkit, Addressables, performance profiling.
- **Databases:** PostgreSQL, MongoDB.
- **Tools & DevOps:** Git, GitHub, GitLab, Docker, Postman, Rider, Zed.

EXPERIENCE

Founder & Lead Developer · Wayheart (own Unity startup)

May 2023 — Present

Building an original Unity game from scratch — gameplay, tooling, art pipeline integration and internal AI automation.

- Designed and implemented core gameplay systems in C# / Unity (state machines, combat, inventory, save system).
- Built an internal AI-powered developer assistant on top of Claude API + MCP (Anthropic) to generate boilerplate, refactor C# code and answer questions over the project knowledge base.
- Set up n8n / Make automations for task triage, changelog generation and social-media posting — cut routine ops time by ~40%.
- Owned the full stack: Unity client, small ASP.NET Core backend for auth and analytics, CI on GitHub Actions.

.NET / Angular Developer · FlexDev

Jul 2020 — May 2022

Commercial product development in a small delivery team. Primary project: KS — a system that monitors junior developers and signals when senior help is needed.

- Developed backend on ASP.NET Core Web API with EF Core and PostgreSQL; designed and maintained REST endpoints consumed by Angular SPA and a WPF companion app.
- Built and maintained Angular features (components, services, RxJS flows, forms); integrated them with the backend and WebSocket-based live updates.
- Implemented the WPF companion app (MVVM) used by developers on their workstations.
- Participated in code reviews, bug fixing and performance optimization; covered logic with unit tests (dotCover).

Intern Developer · FreshCode (university practice)

2021 · 3 months

- Built a Trello-style board app with Node.js, MongoDB and Docker — learned the full stack from scratch in a tight deadline and received a top grade (5/5).

EDUCATION

Bachelor of Software Engineering (specialty 121) · Zaporizhzhia National University Sep 2018 — Sep 2022

SELECTED HIGHLIGHTS

- Shipped production .NET + Angular features used daily by a small engineering team.
- Built AI agents on top of Claude API and MCP (Anthropic) that automate code review and content tasks in a live Unity project.
- Comfortable switching between backend, frontend and game code — strong generalist mindset.

LANGUAGES

- Ukrainian — Native
- English — Intermediate (working proficiency, technical writing & calls)
- Polish — Beginner