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Senior Unity Developer

About me

Hi! I'm Alexander, a passionate Unity3D Game Developer with over 10 years of experience in the ever-evolving field of game development.

Work experience

Senior Unity C# Developer · Avantaj Prim SRL

July 2023 - December 2024 · 1 year 6 months

Developed a 2-player co-op VR shooter (Meta Quest, PC VR) using Unity and Photon Fusion, blending combat, strategy, and tower defense mechanics.

Created VR weapon systems with HurricaneVR:

- Realistic gun handling, reloading, and shooting.
- Integrated Oculus SDK for precise hand tracking and haptic feedback (e.g., recoil, object weight simulation).

Designed an infinite wave-based arena:

- Players defend a castle using weapons and defensive structures (repairable walls, traps).
- Implemented adaptive enemy waves with escalating difficulty and unique attack patterns.
- Balanced co-op mechanics (shared resources, enemy aggro systems) to enforce teamwork.

Built a player progression system with upgrades (defense durability, weapon stats), increasing player retention by 25% post-launch.

Optimized netcode (Photon Fusion) to handle large-scale enemy waves and physics interactions with <15% packet loss.

Skills: Git, C#, Unity

Senior Unity Developer · GOAT Games Entertainment

June 2022 - June 2023 · 1 year 1 month

I contributed to the development of a MOBA game prototype similar to League of Legends.

Skills: Git, C#, Unity

Middle Unity Developer · Iron Will

👤 35 years

♂ Male

📍 Chişinău

in

TOP Skills

- **Git** · 12 years
- **C#** · 12 years
- **Unity** · 9 years
- **VR** · 3 years

Preferences

- Full-time
- No schedule
- Part-time
- Flexible
- In shifts
- Remote
- Hybrid
- In-house

Languages

- **Romanian** · Medium
- **Russian** · Fluent
- **English** · Medium

August 2018 - July 2022 · 3 years 11 months

I developed and maintained Unity applications, including VR experiences, and created casual games. Additionally, I contributed to the development of the Atlas Copco Airnet system.

Skills: C#, Git, VR, Unity

Middle Unity Developer · Replay Entertainment

August 2017 - July 2018 · 11 months

Core Development:

— Programmed gameplay mechanics for 20 hyper-casual games (Android/iOS).

— Architected modular systems (e.g., score tracking, power-ups) reused across 5+ projects, reducing redundant code by 30%.

Tools & Workflow:

— Built Unity Editor extensions (level editor, ad configurator), cutting prototype iteration time from 2 weeks to 7 days.

— Automated asset pipeline for art teams, reducing manual setup errors by 50%.

Performance & Optimization:

— Achieved stable 60 FPS on devices with ≤ 2 GB RAM via texture compression, object pooling, and GC optimization.

— Reduced app size by 25% by optimizing texture compression (ASTC/ETC2).

— Cut APK size by 25% via aggressive LOD settings for 3D models and sprite atlases.

Monetization & Analytics:

— Integrated ad mediation (IronSource + AdMob) and analytics (Firebase, GameAnalytics), increasing eCPM by 20% via A/B-tested placements.

— Fixed ad-related crashes (e.g., null refs in rewarded video callbacks), improving session length by 15%.

Portfolio: Some of the published apps remain available on Google Play Store:

<https://play.google.com/store/apps/developer?id=REPLAY+ENTERTAINMENT>

Skills: Git, C#, Unity

Middle Unity Developer · Titanium Software

September 2016 - July 2017 · 10 months

I have developed IO game "Clash - Slither snake.io"

Skills: Git, Unity, C#

Senior Flash Developer / Junior Unity Developer

· IDOL-IT

April 2015 - August 2016 · 1 year 5 months

I have developed Match3 Puzzle with Multiplayer.

I took part in the development of the Tower Defense game Cows VS Vikings.

Skills: Git, C#, Unity

Middle Flash Developer · Simpals SRL

August 2011 - March 2015 · 3 years 7 months

I developed interactive video players, promotional demos, mini-games, and applications during my career. My experience includes creating web-based and hyper-casual games, with a portfolio of over 25 titles developed for clients and projects.

Skills: Git, C#

Desired industry

- IT, Tech

Education: Higher

USM (Universitatea de Stat din Moldova)

Graduated in: 2011

Faculty: Mathematics and Computer Science

Speciality: Computer Science