

Experience

Lead Unity Developer

QBERA Games | May 2021 - January 2024

- Developed hyper-casual mobile games and tested them with publishers.
- Integrated analytics services and collected metrics (CPI, Ret1, Playtime).
- Evaluated concepts and created development plans for multiple teams.
- Developed tools for the Unity environment (script editors, asset import systems).
- Updated and maintained current projects to meet platform and publisher requirements.
- Collaborated with publishers (Freeplay, Moonee) and provided technical feedback on their SDKs.

Results:

- Successfully released *Idle Police*, achieving metrics (CPI \$0.6, R1 34%) that secured a profitable contract with Freeplay and led to the company's expansion. Laid the foundation for future projects in the idle-arcade genre.
- Developed and brought over 20 projects to release. Ensured successful CPI test results for games such as *Idle Police*, *Idle Health Resort*, *Idle Sushi Bar*, *Parking Master* and *Kinetic Sculpture*.
- Mentored two junior developers, helping them advance to independently manage projects.
- Created clear guidelines and trained team members on version control systems.

Unity Developer

Brezg Studio | August 2020 - April 2021

- Developed a demo version of the PC game *Inquisitor* at the request of the publisher 101xp.
- Designed the card battle mechanics representing the prosecution and defense in court.
- Created a tool for automatically exporting texts from Google Docs into game files.
- Collaborated with a team of 10–15 members, including narrative writers, artists, game designers, and developers.

Results:

- Gained experience working effectively in a large team with defined roles and strict deadlines.
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Skills

- **Unity:** Development of game mechanics in 2.5D and 3D, code optimization, working with physics, animation, and UI, integration of ads, analytics, and monetization.
 - **Programming:** C#, C++, Python.
 - **Development Paradigms:** SOLID, DRY, DI, ECS, OOP.
 - **Tools:**
 - Unity: Odin Inspector, Zenject, Unitask, UnityIAP, EasySave, DOTween, Rayfire;
 - Analytics: Appmetrica, GameAnalytics, Amplitude, Facebook.
 - Project Management: Notion, Obsidian, Trello, Discord;
 - **Version Control:** Git, Github, Gitlab.
 - **Development Methodologies:** Scrum, Agile.
 - **Analytics:** Dashboard setup, metric analysis (CTR, CPI, Ret1, Playtime).
 - **Game Publishing:** Game releases on PlayMarket, App Store, Amazon Appstore, adhering to platform requirements.
 - **Self-Development:** Studied the C++20 standard and new tools (raylib, entt) through a personal project. Example: [Grubber \(Gitlab repository\)](#).
 - **Languages:** English (C1), Russian (native).
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Education

Saint Petersburg Electrotechnical University "LETI"

- **Bachelor's Degree** in Information and Control Systems
September 2016 – July 2020
- **Master's Program** (incomplete) in IT Project and Product Management
September 2020 – July 2022