👤 22 years

♂ Male

◎ Chișinău

▭ **2 000 EUR**

in

TOP Skills

- **Team work** · *4 years*
- **Problem solving** · *4 years*
- **Leadership** · *3 years*
- **Communication Skills** · *2 years*

Preferences

- Part-time
- Flexible
- Full-time
- Hybrid
- Remote
- In-house

Languages

- **Romanian** · Native
- **Russian** · Fluent
- **English** · Communication

Skills

- Flutter
- Communication skills
- Team work
- Problem-solving
- Automatization

Unity, C#/.NET

About me

C#/.NET Developer with 4 years of experience building high-performance apps and cross-platform games using C#, .NET, and Unity. I've developed and optimized mobile games for App Store and Google Play, including multiplayer features, and focus on automating and streamlining development workflows.

Work experience

Unity Developer · Elermond Studio · Chișinău
September 2023 - Present · 2 years

Developed and launched games & apps on several platforms, iOS, Google Play, Steam, Nintendo.
C# / .NET:
- Development and optimization of backend systems for applications and games.
- Creating and managing RESTful APIs and WebSocket services for multiplayer functionality and backend support.
- Integration of SQL and NoSQL databases (MySQL, PostgreSQL, Firebase, MongoDB).
- Implementing and optimizing algorithms for high-performance applications.
- Cloud services development like Firebase.
- Automating DevOps processes: CI/CD with GitHub Actions, Azure DevOps, Docker, Kubernetes.
- Application security: JWT authentication, OAuth2, data encryption.

Conducted discussions with the clients and took care of the development and design team to complete the projects and launch them.

Skills: Communication Skills, Team work, Leadership, Problem solving

Unity · Draur LTD · Chișinău
May 2021 - May 2023 · 2 years 1 month

- Developed hyper-casual games from scratch.
- Integrated animations, effects and UI/UX menus and intercative parts.
- Integrated Firebase, Photon, Generative systems for maze and levels editors.

Driving licence

Category: B
With personal auto

- Custom integrations created for unity (for easier maintenance of projects)
- Developed custom automation deployment plugins.

Skills: Leadership, Team work, Problem Solving

C# / Unity Developer · Geekon Games · Chișinău
February 2021 - May 2021 · 3 months

- SDK integrations, multiplayer(Photon, Mirror), gameplay mechanics, UI, Optimizations.
- Gameplay balance, some level designs with major assets.
- Porting games for several platforms.
- Games monetizations strategy and integrations (xsolla, revenuecat, applovin etc).
- Analytics SDK integrated and DevOps(build automations) on Unity.
- AntiCheat, AutoTests, Git, Plastic Scm, Figma.

Skills: Problem Solving, Communication Skills, Team work

Unity Developer · Midnight Works · Chișinău
May 2020 - October 2020 · 6 months

Worked on game Hashirya Drifter (Car Drift Simulator)
20+ mln installs (STEAM, NINTENDO, GOOGLE PLAY, APPSTORE)
- Code optimization, creating new mechanincs.
- Arhitecture planning and implementation.
- Multi-Platform Development.
- Online implemenations(multiplayer) - Photon, Mirror.
- SDK integrations, analytics, monetization.
- Writing clean, maintainable, and well-documented C# code following SOLID principles.

Skills: Communication Skills, Team work

Desired industry

- IT, Tech

Education: Higher

Courses, trainings

C#, OOP
Graduated in 2021
Organizer: UDEMY

FLUTTER, DART CROSS PLATFORM APPS
Graduated in 2023
Organizer: UDEMY