



Saika Kisami

Senior Unity Developer

Highly skilled Unity Developer with over 9 years of experience in developing and implementing Unity-based games and applications. Proficient in C# programming, game design, and optimization techniques. Proven ability to work collaboratively with cross-functional teams to deliver high-quality products on time and within budget. Seeking a challenging position in Unity development.

Contact

Phone

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Email

Nara@email.com

Address

Fujigaoka, Fujiiderai, Osaka, Tokyo, Japan

Education

2012-2016

**Bachelor of Science in
Computer Science, University
of Iowa**

Skills

- Unity development
- C# programming language
- Game mechanics design
- UI/UX design
- Project managementUnity3D
- Mobile Game Development
- Scripting and Debugging
- Performance Optimization
- Cross-platform Development
- Team Leadership and Mentoring
- Cross-functional team collaboration
- Client Collaboration

Language

Japanese

English

Experience

2019.8 - 2022.9

Moonmana Company | Gdansk, Pomorskie, Poland

Job position here

- Developed and maintained multiple games using Unity, ensuring they were user-friendly and met business needs.
- Collaborated with cross-functional teams, including artists, designers, and QA testers, to ensure high-quality products were delivered on time and within budget.
- Designed and implemented game mechanics, UI/UX, and AI systems using C# programming language.
- Optimized game performance for multiple platforms, resulting in a 20% increase in frame rate and a 30% decrease in load times.
- Developed and maintained project documentation, including technical design documents and code documentation.

2018.1 - 2019.7

Supergiant Games | 521 Gough St, San Francisco, CA 94102, USA

Job position here

- Developed and maintained 30+ mobile games for iOS and Android platforms using Unity and C#.
- Implemented game mechanics, user interfaces, and monetization strategies to enhance player engagement and revenue resulting in a 10% increase in revenue.
- Collaborated with artists and designers to create a new animation system, resulting in a 15% improvement in overall game performance and a 5% increase in user satisfaction.
- Optimized game code to reduce load times by 30%, resulting in a 20% decrease in player drop-off rates and a 10% increase in daily active users.
- Conducted regular performance profiling and optimization to ensure smooth gameplay on various mobile devices.

2016.4 - 2018.1

Supergiant Games | 521 Gough St, San Francisco, CA 94102, USA

Job position here

Developed and designed 26 of 2D platformer games from concept to release using Unity and C#.

Created engaging a lot of gameplay mechanics, level designs, and puzzles to provide a challenging and enjoyable experience.

Implemented character controls, enemy AI, and physics-based interactions to enhance gameplay dynamics.

Collaborated with artists to create visually appealing sprites, animations, and particle effects.

Conducted playtesting sessions and gathered user feedback to iterate and improve game mechanics and difficulty balance.