



# ALEX KOSTYUNIN

Middle Unity Developer(4+ years)



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**GitHub** <https://github.com/AlexseyKostiunin?tab=repositories>



## Portfolio

Click on the images to read more



## Work Experience

2023 – 2023 DVX.Game

**Middle Unity developer**

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- **Necrocity**: Real time strategy
- **Crypto wars**: Real time strategy
- **El Dorado The Golden** : Real time strategy
- **Road Dealer**: Simulator

2021 – 2023 Shift Games S.A.

2019 – 2021 Non-commercial experience **Junior Unity developer**

- 2D mobile games on Android platform



## Extensive experience with plugins:

Here are plugins that I always use:

1. DOTS - ECS solution.
  - 1.1 Job System Unity
2. Zenject - DI for Unity
3. Odin inspector - Extension for Unity editor
4. DoTween - Simple and powerful tweener
5. Mesh baker - Allows you to bake multiple meshes to one
6. DataBox – Used for localization data taken from Google Doc data
7. NewInputSystem – New control system where Unity implemented the ability to rebindig keys
8. Async/Await Unity
9. Other...