|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Alex kostyunin  Middle Unity Developer(4+ years)   |  |  | | --- | --- | |  | +7 996 854 61 74 | |  | [alexkost496@gmail.com](mailto:alexkost496@gmail.com) | |  | Alatyr, Chuvash Republic, Russia | |  | **LinkedIn** [www.linkedin.com/in/alex-kostyunin-607532257](https://www.linkedin.com/in/alex-kostyunin-607532257/) | |  | **GitHub** <https://github.com/AlexseyKostiunin?tab=repositories> | |

|  |
| --- |
|  |

|  |  |
| --- | --- |
| Portfolio Click on the images to read more | |
| [C](https://gamexplorer.io/game/0xd037102c5bc71e576fe9c0b1b8398e58be1e4ef7) | [https://cdn.cloudflare.steamstatic.com/steam/apps/1489310/header.jpg?t=1704397013](https://store.steampowered.com/app/1489310/NecroCity/) |
| [https://cdn.akamai.steamstatic.com/steam/apps/1451470/header.jpg?t=1704874617](https://store.steampowered.com/app/1451470/El_Dorado_The_Golden_City_Builder/) | [https://cdn.akamai.steamstatic.com/steam/apps/2386400/header.jpg?t=1685379895](https://store.steampowered.com/app/2386400/Road_Dealer_Simulator/) |

|  |  |
| --- | --- |
| Work Experience | |
| **2023 – 2023 DVX.Game** | **Middle Unity developer** |
| **2021 – 2023 Shift Games S.A.** | **Middle Unity developer**   * **Necrocity**: Real time strategy * **Crypto** wars: Real time strategy * **El Dorado The Golden** : Real time strategy * **Road Dealer**: Simulator |
| **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   1. Zenject - DI for Unity 2. Odin inspector - Extension for Unity editor 3. DoTween - Simple and powerful tweener 4. Mesh baker - Allows you to bake multiple meshes to one 5. DataBox – Used for localization data taken from Google Doc data 6. NewInputSystem – New control system where Unity implemented the ability to rebindig keys 7. Async/Await Unity 8. Other… |