BORIS KRYLOV

Senior Unity Developer

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https://boriskrylov.github.io/aboutme • https://github.com/BorisKrylov

Moscow, Russia • Remote • 3+ years commercial Unity experience

ABOUT

Senior Unity Developer specializing in mobile game development (midcore/casual/hypercasual for Android/iOS/WebGL). Technical leadership experience: code review, architectural decisions, performance optimization. Build development processes that accelerate teams and reduce bugs.

EXPERIENCE

Senior Unity Developer

Softintermob LLC, Moscow • October 2024 — February 2026 (1 year 5 months)

Technical leadership in an 8-person team. Responsible for architecture, code review, onboarding new developers, and sprint planning.

Key achievements:

- Reduced production bugs by 15% through implementing code review process and improving testing practices. Accelerated team velocity by 30% by optimizing architecture and automating routine tasks.
- Developed video content system for UI and cutscenes, replacing animations with video clips. This enabled designers and product managers to ship UI features independently, cutting time-to-market from 14 days to 2 days — 7x faster.
- Implemented hot-reload business logic via Lua scripts (server-loaded without rebuilding). Reduced release builds by 50% and decreased change delivery time from 3 days to 4 hours.
- Migrated key game scenes to ECS (DOTS), which accelerated new mechanics implementation by 25% and reduced technical debt that was blocking new feature development.
- Rebuilt config and save system, creating Editor tools for automation. Eliminated manual work from the process, cutting time to integrate new models and balance configs.

Technologies: C#, Lua, Unity ECS/DOTS, Addressables, VContainer

Unity Developer

Ollie Games, Voronezh • September 2023 — October 2024 (1 year 2 months)

Full-cycle development of casual/hypercasual games for Android/iOS/WebGL. Worked on projects from prototype to release and post-release support.

Key achievements:

- Shipped 5+ projects with an average development cycle of 2 months. Ported mobile games to web platforms (Yandex Games, YouTube Game, CrazyGames), ensuring WebGL adaptation.

- Optimized builds: reduced build size by 90%, decreased load time by 75%. Critical for WebGL platforms where every second of loading affects conversion.
- Stabilized live projects: fixed critical bugs, optimized FPS and memory. Reduced crash rate by 45%, directly improving retention.
- Integrated and configured SDKs (SupersonicWisdom, PluginYG, YouTube Game SDK) for monetization and analytics. Integration optimization increased ARPU/eCPM by 30%.
- Created 7+ playable ads on Unity (WebGL) for UA campaigns. Increased ad creative CTR to 55% through size and mechanics optimization.

Technologies: C#, Unity, WebGL, SupersonicWisdom SDK, PluginYG

Unity Developer

Jackalope, Moscow • January 2023 — August 2023 (8 months)

Development of casual games for mobile platforms.

Key achievements:

- Optimized bloated project: reduced size from 1 GB to 100 MB and increased average FPS to 50. Inherited project with technical debt — performed architecture refactoring and asset optimization.
- Developed puzzle game from scratch: designed architecture, implemented core mechanics, UI, and AI algorithms for opponents.

Technologies: C#, Unity, Mobile (Android/iOS)

SKILLS & TECHNOLOGIES

Unity & Game Development: Unity (uGUI, Addressables, Input System, UI Toolkit, Cinemachine), ECS/DOTS, UniRx/R3, UniTask, Zenject, VContainer, DOTween, MessagePipe

Architecture: Clean Architecture, MVC/MVP/MVVM, DI (Zenject, VContainer), Event-driven architectures, SOLID principles

Optimization: Memory profiling, allocation reduction, build size optimization, Addressables workflows, batching and draw call optimization

SDKs & Integrations: PlayFab, SupersonicWisdom, PluginYG, YouTube Game SDK, Unity Ads, AdMob, Firebase Analytics

Programming Languages: C# (primary), Lua, Python

EDUCATION

Master's Degree, Information Technology

Bryansk State Technical University • 2021

Bachelor's Degree, Medical Physics

Bryansk State University named after I.G. Petrovsky • 2019

LANGUAGES

Russian — Native • English — B2