DANIEL KRASOVSKY

Hungary,
Budapest

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Skills:

- C#
- Unity
- Developing tools, editors, extensions for Unity
- SOLID, Programing and Architectural Patterns
- Zenject, other DI
- Reactive Programing
- Async Programing
- Gameplay Programing
- Network Programing
- Game Design
- Level Design
- Sound Design
- Git

Experience:

Gameplay, Design, Director   **GRUELSCUM**   MAY 2023

- Founded and manage an independent game studio as a personal project
- Successfully released "Honor++", a multiplayer 3rd person fast-paced fighting game
    - Implemented complex gameplay mechanics and network synchronization
    - Designed and balanced gameplay elements for engaging player experience
- Released demo "SpaceWhip", a singleplayer 1st person movement shooter
    - Crafting innovative movement mechanics and physics-based gameplay
    - Developing optimized and robust systems that can manage big amount of entities
- Currently working on "Lost Longing", a singleplayer action exploration game
    - Created custom terrain tool with none destructive workflow
    - Came up with ActionSystem that enables artist to quickly prototype ideas
- Serve as lead Gameplay, Network, System, AI, and Tools Programmer
- Created custom tools to streamline development workflow
- Oversee all aspects of game development as Game Director and Project Manager
- Collaborate effectively in a small team of 7 people and bringing vision to life

Gameplay, Network	**MANERAI**	MAY 2025 - OCT 2025

- Created Interactive Juicy items for Top Seller VR title on Meta Store
- Developed believable Character Generator and advanced Traffic System
- Engineered seamless open world scene management system for MetaQuest game
- Designed server side NPCs, network effects and status system

Gameplay Programmer	**BINI GAMES**	SEP 2023 - OCT 2024

- Created engaging mini-games for hybrid casual projects, increasing player retention by 25%
- Developed few hyper-casual games for iOS and Android, collectively achieving over 1M downloads
- Specialized in enhancing gameplay feel and "juice", improving user engagement metrics by 30%
- Collaborated in team sizes (4-10+ people), demonstrating adaptability and strong communication skills

Gameplay, Network	**FISHVERSE**	FEB 2023 - JUL 2023

- Led gameplay and network programming for a large-scale, cross-platform NFT game
- Developed multiplayer mini-games and open-world environments for Windows and Android
- Engineered core mechanics for shops, vehicles, and character controllers (1st and 3rd person)
- Designed modular systems for easy expansion and maintenance

Gameplay Programmer	**MYSTERY TAG**	DEC 2021 - NOV 2022

- Developed 15+ hyper-casual games for iOS and Android, with one title reaching Top 10 in Play Store
- Architected and implemented a reusable framework, reducing new project setup time by 60%
- Managed comprehensive documentation for games and framework
- Worked as the sole developer in a small team, handling full game development lifecycle

Gameplay Programmer	**24 PLAY**	JUN 2020 - OCT 2021

- Developed 20+ hyper-casual games for iOS and Android, contributing to company's 50% YoY growth
- Created projects for Click-Through Rate (CTR) tests and ad campaigns, improving marketing efficiency
- Developed a streamlined Template Project with custom tooling, reducing development time by 40%
- Mentored junior developers, leading to a 30% increase in team productivity

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Education:

Ukraine, Kyiv	2017 - 2020

IT Step Academy Computer Science, Software Developer, Network And Cyber Security

Languages:

English - Fluent, Ukrainian - Native, Russian - Native