ELIZABETH KISIALIOVA

UNITY DEVELOPER

CONTACT

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SKILLS

C#, Unity

Unity Animator

Unity UI

Git, Github

Firebase

SQL, PostgreSQL, Oracle

Jira, Confluence

EDUCATION

Bachelor's degree

Belarusian State University of Informatics and Radioelectronics

2021-2025

Informatics and Programming Technologies, Faculty of Computer Systems and Networks

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LANGUAGES

Russian

Belarusian

English

PROFILE

I am a dedicated Unity developer with experience in creating immersive 2D and 3D applications and games. I have strong problem-solving skills and a focus on optimizing performance to deliver high-quality, efficient solutions. I quickly adapt to new technologies and apply them effectively. My passion for games and the industry motivates me to continually improve my skills in Unity, C#, and related tools. I stay up to date with the latest trends in game development to build cutting-edge, top-tier products. I value attention to detail and teamwork, ensuring each project achieves outstanding results.

WORK EXPERIENCE

Unity Developer

Superlevel   July 2022-Present

- Designed and developed immersive 3D mobile games, ensuring smooth gameplay and high-quality user experiences.
- Collaborated closely with designers, artists, and other developers to implement game mechanics, UI/UX elements, and level designs using Unity and C#.
- Optimized game performance, reducing load times and memory usage by profiling and refining key systems, enhancing overall game efficiency.
- Integrated third-party SDKs such as analytics, advertising, and in-app purchases to enhance monetization strategies and user engagement.
- Tested and debugged games across multiple platforms, ensuring consistent quality and performance across Android, iOS, and PC.
- Participated in sprint planning, contributing to the agile development process by providing accurate estimates and collaborating on feature prioritization.
- Kept up with industry trends, integrating the latest Unity features and best practices to ensure projects stayed modern and competitive.

ACHIVEMENTS

Launched the MVP of a mobile game, leading the development from initial concept to a playable prototype, ensuring smooth mechanics and engaging gameplay.

Improved game performance by reducing load times, optimizing memory usage, and increasing frame rates on various devices, ensuring a smooth experience on both high- and low-end hardware

Successfully launched a fully-featured game on multiple platforms (e.g., iOS, Android) with positive user feedback and high ratings

Developed custom shaders and visual effects to enhance the game's graphical fidelity and create unique visual styles