

# ILYA VERBANOV

UNITY GAME DEVELOPER    ODESA, UKRAINE    +380994540187

## ◦ DETAILS ◦

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## ◦ SOCIAL LINKS AND RELEASED PROJECTS

[Decentralized Stable Coin](#)  
[Cooking Rage](#)  
[Eat Fit : Idle Adventure](#)  
[Clash of a Knight](#)  
[Gesture Shooter](#)  
[Beware of Winterforest](#)  
[Linked In](#)  
[GitHub](#)  
[Telegram](#)

## ◦ SKILLS ◦

Git  
Unity  
C#  
JAVA  
Solidity  
Foundry  
Redis  
Azure  
ECS  
Type Script  
Java Script  
Grafana  
Digital Ocean

## ◦ LANGUAGES ◦

Ukrainian  
English

## ◦ HOBBIES ◦

I am post black metal/shoegaze musician



## PROFILE

Software Engineer with 4 years of commercial experience. Currently focused on Blockchain Developement while studying at Odessa National Polytechnic University, applying academic knowledge to practical software engineering



## EMPLOYMENT HISTORY

### Unity Developer at QPLAZE

September 2021 — September 2022

Developed features for hyper/hybrid casual games. Maintained and optimized legacy code for enhanced performance. Collaborated with cross-functional teams, including artists and developers, to ensure project alignment. Utilized Unity and C# for game mechanics and architecture. Implemented best practices in code management using Git to streamline development processes.

### Unity Developer at ORBITRUSH

October 2022 — August 2023

Gained expertise in networking protocols for data transmission (UDP, TCP/IP, and HTTP). Collaborated with team members to design and implement game mechanics using Unity Engine. Integrated Kinoa LiveOps Engine for real-time live ops

### Unity Developer at WOODEN SWORD GAMES

April 2023 — October 2023

Developed features for hyper/hybrid casual games. Got deeper in knowledge of how to program complex systems in game development. Adjusted CI/CD pipeline for projects. Conducted performance optimization for networked gameplay, ensuring smooth user experiences.

### Unity Developer at STARLING PLAY

June 2024 — December 2024

Supported and expanded projects with over 10 million downloads, as well as worked on new projects from scratch, designing their architecture. I also contributed to multiplayer projects, ensuring smooth and scalable server-client interactions. The solutions I developed allowed for seamless feature expansions, enabling the projects to grow and evolve without issues.

### Unity Developer at Boosta, Kiev

March 2025 — July 2025

Developing and maintaining simple iOS/Android apps with a focus on UI interactions, using my own MVVM framework for efficient development

### .Net Developer at Grit Leaders, Odesa

December 2024 — Present

Led the end-to-end creation, design, and implementation of a comprehensive Customer Relationship Management (CRM) system—from initial concept and architecture to full deployment and operational integration. Enhanced system performance and scalability through optimization with Redis for high-speed data access and Azure for cloud-based deployment and infrastructure management.



**Blockchain Developer at syntropia.ai, Kiev**

July 2025 — September 2025

Developed tools to monitor DeFi projects like Curve, Uniswap, PancakeSwap, and Ethena, using Grafana for setup and notifications to prevent losses from



**EDUCATION**



**Bachelor, Odessa National Polytechnic University, Odesa**

September 2022 — September 2026



**BOOKS**



Clean Code ( Bob Martin )

Clean architecture ( Bob Martin )

Grokking Algorithms ( Aditya Bhargava )

Domain Driven Design (Eric Evans)