

# ILYA VERBANOV

UNITY GAME DEVELOPER    📍 ODESA, UKRAINE    ☎ +380994540187

## ◦ DETAILS ◦

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## ◦ SOCIAL LINKS AND RELEASED PROJECTS

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

## ◦ SKILLS ◦

Git  
Unity  
Architecture building  
DOTS  
Shader Graph  
Networking  
Kinoa LiveOps Engine  
VContainer  
Zenject  
C#  
C++  
JAVA

## ◦ LANGUAGES ◦

Ukrainian  
English

## ◦ HOBBIES ◦

I am post black metal/shoegaze musician



## PROFILE

Unity Developer with nearly 3 years of commercial experience, currently developing my own isometric point-and-click adventure game. A student at Odessa National Polytechnic University, combining academic knowledge with practical, hands-on experience in game development.



## EMPLOYMENT HISTORY

### Unity Developer at QPLAZE

September 2021 — September 2022

Developed and contributed to hyper-casual games in a collaborative team environment. Gained hands-on experience with version control systems, specifically **GitHub/Bitbucket**, ensuring efficient code management and collaboration. Proficient in using project management tools like **Trello** for task organization and **Slack** for seamless team communication.

### Unity Developer at ORBITRUSH

October 2022 — August 2023

Worked on **MFO** and gambling applications, gaining hands-on experience with client-server interaction and RESTful APIs. Developed a strong understanding of networking protocols for data transmission, including **UDP**, **TCP/IP**, and **HTTP**.

### Unity Developer at WOODEN SWORD GAMES

April 2023 — October 2023

Worked on hyper-casual and hybrid-casual games, gaining experience in game optimization for improved performance. Currently expanding my skills in graphics programming, with a focus on **HLSL**, **ShaderGraph**, and **Compute Shaders**.

### Unity Developer at STARLING PLAY 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.



## EDUCATION

### Bachelor, Odessa National Polytechnic University, Odesa

September 2022 — September 2026



## BOOKS

Clean Code ( Bob Martin )

Clean architecture ( Bob Martin )

Grokking Algorithms ( Aditya Bhargava )