ILYA VERBANOV

BLOCKCHAIN DEVELOPER 📍 ODESA, UKRAINE 📞 +380994540187

DETAILS

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SOCIAL LINKS AND RELEASED PROJECTS

Decentrilized Stable Coin

Cooking Rage

Eat Fit : Idle Adventure

Clash of a Knight

Gesture Shooter

Beware of Winterforest

Linked In

GitHub

Telegram

SKILLS

Type Script

Java Script

Digital Ocean

Foundry

Grafana

Solidity

Viem

Wagmi

Ethers

Git

Unity

C#

JAVA

Redis

Azure

LANGUAGES

Ukrainian

English

HOBBIES

PROFILE

Software Engineer with 4 years of commercial experience. Currently focused on both Web3 and DeFI industries while studying at Odessa National Polytechnic University, applying academic knowledge to practical software engineering.

EMPLOYMENT HISTORY

Blockchain Developer at syntropia.ai, Kiev
July 2025 — September 2025

Developed tools to monitor DeFi projects (Curve, Uniswap, PancakeSwap, and Ethena) using Grafana for visualization and notifications, preventing losses from depeg events and identifying arbitrage opportunities. The system's value is proven by its accurate predictions of depeg events.

.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. The system is currently meeting companies needs.

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 (Cooking Rage), 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.

I am post black metal/shoegaze
musician

Unity Developer at Boosta, Kiev
March 2025 — July 2025

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

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)