

ILYA VERBANOV

UNITY GAME DEVELOPER ODESA, UKRAINE +380994540187

◦ DETAILS ◦

Odesa
Ukraine
[+380994540187](tel:+380994540187)
ilyaberbx@gmail.com

◦ 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
Networking
Kinoa LiveOps Engine
VContainer
Zenject
C#
C++
JAVA
Solidity
Foundry
Redis
Azure
ECS

◦ LANGUAGES ◦

Ukrainian
English

◦ HOBBIES ◦

PERSON PROFILE

Unity Developer with 4 years of commercial experience. Currently developing a rogue-lite game with a team while studying at Odessa National Polytechnic University, applying academic knowledge to practical game development

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.

I am post black metal/shoegaze
musician



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)