



Unity developer with 3+ years of experience in all stages of game development and game releases on mobile app stores. I have worked on Puzzles, Casual, For Kids, and Educational genre games.

Jamol Berdikulov

Tashkent, Uzbekistan

Contact

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Skills

- C#
- Unity
- OOP
- Problem solving

Platforms

- Android
- iOS
- WebGL

Languages

English
Russian

Experience

Dec 2020 - Present

Unity Developer – GameTunes, Tashkent

- architected, developed, and implemented game features according to the design document.
- optimized Memory usage for better performance on mobile.
- ported the mobile game to WebGL.
- helped develop memory and asset management using Unity Addressables.
- developed editor tools
- mobile games:
<https://apps.apple.com/us/app/preschool-games-2-4-year-old/id1538283547>
<https://apps.apple.com/us/app/abc-kids-games-tracing-writing/id1611746856>

Nov 2019 - Nov 2020

Unity Developer – Amayasoft, Tashkent

- developed gameplay mechanics.
- integrated 3rd party plugins for localization, analytics.
- maintaining and optimizing existing subsystems and fixing bugs.
- optimized games for mobile.
- mobile games:
<https://apps.apple.com/us/app/toddler-games-for-3-years-old/id1527978047>
<https://apps.apple.com/us/app/boat-and-ship-game-for-babies/id1484918304>