

Alex Rohach

rogacgvad@gmail.com | 0684757845 | Zaporizhzhia, Ukraine | [LinkedIn](#) |

WORK EXPERIENCE

PlayJoy <i>Unity Developer</i>	Mar. 2024 – Present Remote
<ul style="list-style-type: none">Contributed to porting projects to multiple platforms, including Android, iOS, PlayStation, Xbox, Nintendo Switch, and macOS.Set up CI/CD projects using TeamCity to streamline build and publishing process for iOS & Android games.Worked extensively on mobile projects, integrating third-party SDKs (AppLovin, Firebase products) and implementing platform-specific functionality, including cloud saves, achievements, and in-app purchases.Contributed to the integration of Epic Online Services (EOS) across multiple platforms, assisting with debugging and resolving issues and crashes in core multiplayer systems.Optimized game performance using Unity Profiler tools and Xcode Instruments to ensure stable frame rates and efficient memory usage.Worked on troubleshooting shaders in Unity, focusing on performance and cross-platform compatibility.	
Sigma Software <i>Internship</i>	Feb. 2024 – Mar. 2024 Remote
<ul style="list-style-type: none">Completed numerous features and tasks using TypeScript, PIXI.js, GSAP, and other tools.Together with a team, presented our game to several departments in the company.	
Ruta Games <i>Unity Developer</i>	Sep. 2023 – Jan. 2024 Remote
<ul style="list-style-type: none">Worked with Unity tools and libraries such as Zenject, The Vegetation Engine, and Vegetation Studio.Contributed to world streaming and optimization research.	
Gamedev Camp <i>Internship</i>	Aug. 2023 – Nov. 2023 Remote
<ul style="list-style-type: none">Took part in Gamedev Camp Season 3, working in a small team of over three members to create and deliver a complete game project.Was responsible for the core architecture and systems, implementing game mechanics and AI, integrating visual effects, shaders, and UI into the game.	

PROJECTS

In my spare time, I'm working on a Souls-like game, implementing multiplayer on top of ECS using Entitas and Netcode for GameObjects. This project helped me dive deep into real-time multiplayer, building solutions for state synchronization, client prediction & reconciliation, and hit detection that work with ECS.

EDUCATION

Zaporizhzhya National Technical University <i>Bachelor's degree</i>	2025
Zaporizhzhya Aviation College <i>Associate's degree</i>	2022

LANGUAGES & TECHNOLOGIES

- Languages:** English (**B2**), Ukrainian, Russian.
- Technologies:** Unity, C#, Git, Docker, TeamCity, Xcode, PowerShell.
- Unity libraries:** VContainer, Zenject, UniTask, DOTween, Epic Online Services SDK, Netcode for GameObjects, MemoryPack, Addressables, Entitas.