

# Alex Rohach

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## WORK EXPERIENCE

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### PlayJoy

Mar. 2024 – Present

*Unity Developer*

*Remote*

- 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

Feb. 2024 – Mar. 2024

*Internship*

*Remote*

- 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

Sep. 2023 – Jan. 2024

*Unity Developer*

*Remote*

- Worked with Unity tools and libraries such as Zenject, The Vegetation Engine, and Vegetation Studio.
- Contributed to world streaming and optimization research.

### Gamedev Camp

Aug. 2023 – Nov. 2023

*Internship*

*Remote*

- 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

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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

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Zaporizhzhya National Technical University

2025

*Bachelor's degree*

Zaporizhzhya Aviation College

2022

*Associate's degree*

## LANGUAGES & TECHNOLOGIES

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- **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.