

Adrian Plapamaru

Senior Unity Developer

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Portfolio: <https://plapi.github.io/Portfolio/>

Profile

I'm a passionate and skilled Unity3D Developer with over 9 years of experience, specializing in mobile application development using C#. I have deep experience in native iOS (Objective-C, Swift), watchOS, and Android (Java) development. I thrive on building polished, engaging mobile games and applications, and I'm constantly experimenting with new technologies, including AI integration and backend scripting.

Skills

Unity3D, C#, Objective-C, Swift, Java (Android), JavaScript, jQuery, PHP, Python, C++, C, ASP.NET, SQL, JSON, Git, Jira

Employment History

Senior Unity Developer – Intenselife

August 2017 – Present

Contributed as a Senior Unity Developer to [Healary](#), an AI-powered health and personalized fitness app for iOS and Android.

- Developed a fully animated 3D avatar in Unity using Animator State Machines, integrated with ChatGPT for real-time conversation.
- Implemented voice interaction with Azure TTS/STT and native plugins.
- Built a companion Apple Watch app, integrated Firebase Auth, Crashlytics, and AWS S3.
- Created a Unity Asset Bundle system and CSV-based localization system.
- Contributed to [Healary Web](#) using JavaScript/jQuery.

Unity Developer – Ubisoft

August 2015 – August 2017

Worked on multiple projects including:

- [Virtual Rabbids: The Big Plan](#) (Google Daydream VR)
 - Implemented chameleon gun physics and interaction system.
 - Developed immersive and humorous gameplay features in collaboration with Ubisoft Montpellier.
- [The Crew: Road Empire](#) (Mobile)
 - Contributed during early stages with bug fixing and stabilization.
 - Gained experience with large-scale mobile pipelines and legacy code.

Unity Developer – TreeWorks

August 2014 – October 2015

- Developed a Unity-integrated notification plugin in Java (Eclipse).
- Built encrypted JSON-based networking systems.
- Delivered offline-first recipe management functionality.

Junior Unity Developer – Newrosoft

October 2013 – August 2014

- Launched first mobile game: [Logistics Expert](#) (iOS).
- Built interactive main menu with touch-controlled rotating globe.

Personal Projects

[Ride Empire](#) (Google Play)

- A hybrid casual game mixing idle tycoon systems with active driving gameplay.
- Built entirely solo using Unity and C#.
- Included full monetization (Unity Ads, IAP), analytics, LiveOps, and UA campaign.
- Low CPI, strong funnel — scalable for future content expansion.

[City Building Game](#) (Prototype)

- Casual mobile prototype featuring traffic simulation using BFS graph logic.
- Players construct and connect buildings, unlocking more as they level up.
- Economy system based on turns and resource generation.

Education

Bachelor's Degree, Faculty of Mathematics and Computer Science, University of Bucharest
(2012 – 2015)

- Final project: simulation city driving game with pedestrians and AI cars on Bezier paths.
- Filmzilla: web-based film database using .NET/C#/SQL with data scraped via Html Agility Pack.

Callatis Theoretical High School, Mangalia
(2008 – 2012)