

# Adrian Plapamaru

Senior Unity Developer

## Profile

I am a passionate and skilled Unity3D Developer using C# with over 9 years of experience, excelling in creating and optimizing mobile applications. My expertise extends to native iOS and watchOS (Objective-C, Swift) and Android (Java).

Driven by an intense passion for programming, I thrive on tackling new challenges and mastering diverse technologies, from JavaScript for web development to PHP for backend tasks. My adaptability and eagerness to explore new technologies have allowed me to contribute effectively to a variety of projects.

## Employment History

### Senior Unity 3D Developer at Intenselife

August 2017 — Present

Worked on the development of Healary, an AI-powered health and personalized fitness journey application for iOS and Android.

Integrated a dynamic 3D avatar with various animations from iClone in Unity3D, enabling user interaction through speech, powered by ChatGPT-based AI and Azure technology for text-to-speech conversion and speech recognition frameworks.

Worked on various types of mini-games.

Designed and optimized the user interface for multiple resolutions, ensuring an excellent experience on all devices.

Developed a companion app for Apple Watch using the WatchConnectivity Framework, enhancing user engagement and tracking capabilities.

Built a localization system for Unity, allowing efficient read/write functionality and CSV file import/export for easy language updates.

Developed native plugins for audio streaming on iOS and Android, ensuring smooth integration with the Healary platform.







Created PHP scripts for synchronizing time codes between Unreal Engine and iClone via sockets, supporting real-time collaboration and content creation.

Contributed to the development of Healary for Web, focusing on the introduction funnel for the main application. Utilized JavaScript and jQuery to create a smooth and engaging user experience, improving the onboarding process.

## Details

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## Project Links

-  Healary iOS App;
-  Healary Web;
-  Ride Empire;
-  City Building Game;
-  Ubisoft - Virtual Rabbids;
-  Ubisoft - The Crew Road Empire;
-  Newrosoft - Logistic Expert;

## Skills

- Unity3D;
- C#;
- Objective C;
- Swift;
- Java Android;
- Javascript;
- jQuery;
- C++;
- C;
- PHP;
- ASP.NET;
- SQL;
- JSON;
- Git;
- Jira.

## Unity 3D Developer at Ubisoft

August 2015 — August 2017

Worked on a feature game for Google's Daydream VR platform, contributing to the immersive VR experience.

Developed a UI architecture that includes panels, popups, and notifications, accompanied by comprehensive documentation for future scalability.

Created an Asset Bundle System, enabling versioned assets to be downloaded and updated based on player progress.

Developed a platform for communication with the server through actions using JSON, ensuring smooth data exchange between the client and server.

Integrated a Quest System feature into a large-scale project, enhancing the gaming experience with engaging quests.

Developed the Characters Path Controller functionality, allowing characters to instantiate around buildings and walk through predefined points, enhancing gameplay realism.

## Unity 3D Developer at TreeWorks

August 2014 — October 2017

Developed a notification plugin in Eclipse using Java for Unity, enhancing communication within the app.

Created network protocols and systems to support the secure circulation of online data using encrypted JSONs, ensuring data integrity and privacy.

Delivered a sustainable application within the specified timeline, meeting all project requirements and milestones.

Implemented functionality to save and delete recipes in local storage, allowing users to access content offline, improving app usability in low connectivity environments.

## Junior Unity 3D Developer at Newrosoft

October 2013 — August 2014

Contributed to various small projects, showcasing versatility and ability to adapt to different tasks.

Developed a main menu system featuring a rotating globe, where the globe's rotation was influenced by the player's touch input, creating an interactive and engaging user experience.

## Personal projects

**Ride Empire** – [Google Play Store](#)

Ride Empire is a hybrid casual game that combines idle tycoon mechanics with a driving mini-game. As the player, you inherit a small taxi company and grow it by hiring drivers, upgrading rooms and floors, and managing company operations. I handled the entire development lifecycle - from concept, design, implementation, monetization setup, and marketing assets, to launching the game on Google Play and running user acquisition campaigns.



## Education

### Bachelor's Degree, University of Bucharest – Faculty of Mathematics and Computer Science

October 2012 — July 2015

License Project:

Implemented a simulation city driving game featuring pedestrians following paths and AI cars navigating using Bezier curves.

### Filmzilla Project:

Filmzilla is an online database of information related to films. Application recommends movies or series according to user preferences. Used Programming Languages are .Net, C#, SQL, HTML, CSS. Used Web Technologies are ASP, AJAX, XHTML.

In order to obtain a big database, I developed a program that parsed 2010 pages from [www.imbd.com](http://www.imbd.com) using Html Agility Pack library. In this way, I obtained a database with 1000 movies and 600 actors. I had to wait about 35 minutes to collect all necessary elements.

An unauthenticated user has the option to connect with Filmzilla, using his Facebook account. The application asks for the list of favorite movies from the user Facebook account. This list is added to the "Favorites" table.

## **Callatis Theoretical High School, Mangalia**

September 2008 — June 2012