



## Unity developer

Unity developer with 5 years of experience; Architected and implemented core mechanics for casual, hybrid hyper-casual, and puzzle games; owned projects end-to-end, optimized UI and resources, integrated third-party SDKs, and built internal tools for multidisciplinary teams.

## CONTACTS

- [danila.shyntar@gmail.com](mailto:danila.shyntar@gmail.com)
- [LinkedIn](#)
- [Telegram](#)

## LANGUAGES

- Russian – Native
- English – A2 (currently improving)

📍 Poland, Warsaw — On-site · Hybrid · Remote

# Danila Shyntar

## TECHNOLOGY STACK

- **Core:** Unity, Git, Zenject, Ecs(Entitas) UniTask, UniRx
- **Rendering & Graphics:** URP, HDRP, basic shader knowledge
- **Animations:** Animator, Spine, Timeline, DoTween
- **Resources:** Addressables, Resources, StreamingAssets
- **Debugging & Profiling:** Unity Profiler, Android Studio
- **CI:** GitHub Actions
- **Networking & Multiplayer:** Photon Engine (Pun2)
- **Analytics & Attribution:** Firebase, AppMetrica, Appsflyer, Facebook SDK
- **BI Tools:** Magify

## STORE PROJECTS

- [Bubble Jam](#)
- [Cells](#)
- [Unpuzzle puzzle](#)
- [Bank Robbery](#)

## EDUCATION

BSUIR (2016–2020) — **INFORMATION SYSTEMS AND TECHNOLOGIES IN GAME INDUSTRY**

## ACHIEVEMENTS

**Ludum Dare 44** — 1st place in the following categories:

- Best Mechanics
- Best Game
- Best Graphics

**Ludum Dare 45** — Participant with community feedback

## WORK EXPERIENCE

### Appsulove | Unity Developer

*August 2022 — June 2025*

- Developed 2D/3D mobile games (Bubble Jam, Cells, and others) using a core-module architecture
- Optimized UI and resource management to improve overall game performance
- Implemented leaderboard systems and progression logic
- Integrated liveops events, including limited-time offers (LTOs) and seasonal campaigns
- Set up and managed cross-promotion campaigns across multiple projects
- Integrated analytics, UI systems, audio, visual effects, and various SDKs

### SkyRocket / Azure Pro | Unity Developer

*August 2020 — November 2021*

- Developed hybrid hyper-casual games (including Bank Robbery)
- Designed and implemented core gameplay loops
- Integrated analytics, SDKs, plugins
- Built and optimized UI/UX, effects, and resource management

### Apps Hub | Unity Developer

*August 2019 — August 2020*

- Developed 3D hyper-casual games
- Participated in the full development cycle from idea to release
- Implemented UI, physics, core mechanics, analytics, and SDKs