Gustian

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Summary

Senior Unity Developer with 9+ years of experience building cross-platform games and applications for iOS, Android, AR/VR, and multiplayer systems. Skilled in gameplay programming, optimization, and real-time networking with a proven track record of delivering scalable, performant and immersive experiences. Strong expertise in Unity, C#, C++, and 3D pipelines.

Skills

- **Unity, Unreal & Game Dev**: Unity Engine, UnrealEngine, C#, C++, GamePlay Systems, Multiplayer (Colyseus, IOCP), AR/VR, XRToolkit
- **3D Art & Asset Pipline**: 3DsMax, Maya, Blender, Asset Integration, Performance Optimization(draw calls, GPU/CPU)
- **Testing & Security**: Unit Testing, Code Reviews, Debugging, Security Audits

Experience

Senior Unity Developer   10/2020 to 05/2025

Nomad Tech Solution Limited - London, UK

- Led development of multiple 3D mobile games, including *WithPuppy*, delivering optimized gameplay mechanics, animations, and smooth cross-platform builds (iOS/Android).
- Designed and prototyped multiplayer systems using Colyseus + Unity for real-time state synchronization with scalable server architecture.
- Implemented MMORPG-style core systems (inventory, trading, rendering, progression).
- Optimized rendering and gameplay pipelines to reduce **draw calls** and improve **mobile & VR performance** under strict GPU/CPU limits.•   Optimize the core game play system, daw calls for mobile and VR, where GPU/CPU limits are tighter.
- Integrated third-party SDKs and Unity Assets, streamlining workflows and feature expansion.
- Built and tested AR/VR prototypes (Oculus, ARKit/ARCore), leveraging the Unity XR Toolkit for immersive user experiences.

Junior Unity Developer   08/2017 to 02/2020
Cuber Mix Solution Limited - London, UK

- DevelopeCard and maintained **2D card-style games** (poker-like) with engaging gameplay mechanics.
- Built **server-side components** using IOCP, implementing authentication and authorization systems.
- Contributed to **event updates and live service features**, enhancing player engagement.•   Implemented and optimized **multiplayer networking** ensuring low-latency, reliable, and scalable gameplay.
- Optimized gameplay and rendering systems, reducing **performance bottlenecks** across mobile and VR.

Education

Bachelor's degree: **Information Technology**   **03/2012 - 02/2016**
University of Indonesia - Excellent, Indonesia