

# TARASENKO DMYTRO

## LEAD UNITY DEVELOPER

### CONTACT



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Kyiv city, Ukraine

### EDUCATION

#### Donbas State Engineering Academy

2008 - 2013

Computer and information technology

### LANGUAGES

Ukrainian



English



### CHECK OUT

- Puzzle game AZZL - <https://apps.apple.com/us/app/azzl-saga-edition/id1062643418>
- Scatter slots - <https://apps.apple.com/us/app/scatter-slots-slot-machines/id944158857>
- Slots on Tour - <https://apps.apple.com/us/app/slots-on-tour-wild-hd-casino/id1214357800>
- Kitty Sort - <https://play.google.com/store/apps/details?id=org.smapps.sort>

### PROFILE

Technical leader in game development with 13+ years of experience delivering mobile and PC projects across multiple genres. Operates at the intersection of architecture, gameplay systems, and production, ensuring reliable implementation of complex mechanics and long-term technical stability.

Strong understanding of the full game development lifecycle, from concept and prototyping to release and live support, with the ability to align technical decisions with product and business goals. Extensive experience in scalable architecture design, performance profiling and optimization, as well as working with existing codebases: analysis, refactoring, and stabilization without disrupting production.

Ownership-driven and results-oriented, comfortable operating with high autonomy and responsibility. Naturally inclined toward technical leadership, setting engineering standards, maintaining code quality, and enabling teams to scale efficiently while preserving long-term project health.

### WORK EXPERIENCE

#### Unity Developer

Smart Project

August 2024 - August 2025

- Development of the mobile game Kitty Sort as part of the Unity development team
- Implementation of game logic, UI/UX, integration of animations and effects
- Integration of advertising and analytics (MaxSDK, Firebase)
- Profiling and performance optimization for Android devices

#### Interim Chief Technology Officer

Utin Computer

May 2024 - August 2024

- Led the technical direction of a mid-size game development team (~10 developers), overseeing architecture, engineering standards, and cross-team technical decisions.
- Owned technology strategy, production stability, and delivery quality across gameplay systems, tools, and pipelines.

#### Lead Unity Developer

Whimsy Games

January 2023 - December 2023

- Create project architecture from scratch
- Work with multiplayer engine Mirror. Create and maintain game server, client and communication between them.
- Research for localisation, QR-code reading and real world map plugins and implement them in project.
- Managed a team of 5 people.

Designed and lead the development of a multiplayer brawler from scratch. Sharpened my design and development skills for projects with tight deadlines. Learned a new, for me, multiplayer engine Mirror.

## WORK EXPERIENCE

### Lead Unity Developer

Murka

March 2017 - December 2022

- Was part of the team that create slot project from scratch
- Developed the best slot according to such criteria as player evaluation, optimization, and stability.
- Was a part of the R&D team and developed many different offers for the slot project to ensure more profit from players.
- Was the leader of the company's largest and most successful slot project.
- During my leadership, the project has reached 99% stability and the quality of features and slots has improved significantly.
- The processes of writing documentation and features were improved and optimised.
- Made critical changes to the team structure and thus improved the quality and speed of development.
- Focused the vision and work style of developers in teams for better and more stable code
- Improved the growth system of developers and gained experience and ideas on how to do it even better
- Made an interesting and useful onboarding system that allowed to evaluate and train developers faster and better in conditions close to real tasks.
- Was lead of 10 developer with different level of knowledge.
- Managed teams of QA, developers, and technical artists totaling ~20 people.

### Lead Unity3d Developer

eJaw

September 2015 - March 201

- Create from scratch to launch space arcade.
- Create kickstarter version of AAA RPG.
- Various of VR project for different lenses and different genres.
- Managed team of 3 developers.

### Unity3d Developer

Studio Vision

February 2015 - September 2015

- Create from scratch to launch turn-based strategy.
- Create from scratch to launch slot-like game.

### Unity3d Developer

Jutiful

August 2014 - December 2015

- Create from scratch to investors demo hot-seat arcade about "show us correct size in millimetres".
- Create levels and fix bugs for puzzle game
- Create from scratch to investors demo cook book for modelling with plasticine.

### Unity3d Developer

TechinForm

February 2013 - July 2014

- Create from scratch to release candidate Drag Racing game (for NHRA association).
- Create various prototypes for arcade, platformers, tower defence, racing games.
- Create from scratch to release multiplayer SeaFight.
- Create from scratch to release multiplayer TicTaToe.
- Create from scratch to release multiplayer Billiard.