

Yuankun Huang

Senior Unity Engineer | 5+ Years | Shipped Title with 10M+ Downloads | Open to Remote | Canadian Permanent Resident

📞 1-236-868-8713 @ buptforeverbean@gmail.com 🔗 <https://github.com/YuankunHuang> 🔗 <https://yuankunhuang.myportfolio.com/>
📍 Vancouver, BC, Canada ⭐ <https://www.linkedin.com/in/yuankun-huang/>

SUMMARY

Senior Unity Engineer with 5+ years shipping and operating large-scale mobile games. Led UI framework redesign that reduced development time by 30% and improved performance by 20%. Deep expertise in performance optimization (achieved stable 60 FPS), hot-update systems (30% patch size reduction), and developer tooling (70% designer self-service). Promoted to Senior in 2024. Ready to bring immediate value to your team. Available for interviews immediately.

CORE SKILLS

Unity	C#	UGUI	UI Toolkit	Addressables	AssetBundle	ILRuntime	HybridCLR	Profiler
Frame Debugger		Draw-call/GC Optimization			Editor Tooling & Pipelines		Localization	Animation-driven UI/HUD
Firebase Analytics		Git	Unreal	C++	Python	XR		

KEY ACHIEVEMENTS

Shipped - Mythic Heroes

Core contributor to Mythic Heroes (10M+ downloads, 4.5★ rating, 100K+ DAU)

Efficiency

Reduced UI development time by 30%, patch sizes by 30%, QA bugs by 60%

Performance

Optimized game from 15~60 FPS to stable 60 FPS on mid-tier devices (iPhone 8/Samsung A51)

Leadership

Promoted to Senior in 3 years; mentored 2 juniors to successful promotions

PROFESSIONAL EXPERIENCE

03/2024 - Present

Vancouver, Canada

Senior Unity Developer

IGG: I Got Games (Canada)

🔗 <https://www.mythicheroes.com/>

Team: 10 engineers, 40+ total | Tech Stack: Unity 2022 LTS, C#, UI Toolkit, HybridCLR, GitHub, Jira

Projects: Mythic Heroes & Unannounced SLG

- Architected a new modular UI framework, reducing screen development time by 30% and increasing code reuse 3x.
- Converted the legacy networking into reusable package; integration time reduced from 2 weeks to 2 days.
- Pioneered company's first HybridCLR implementation for hot-updates, reducing patch sizes by 30% and enabling same-day content updates.
- Accelerated team velocity 25% through comprehensive editor tools suite including asset validators, batch processors, and automated UI binding; eliminated 60% of UI-related QA bugs.
- Achieved stable 60 FPS across all target devices through systematic optimization: draw calls -20%, texture memory -25%, load times -15% (measured via Unity Profiler).
- Elevated team standards by introducing code review process and mentoring 2 juniors to mid-level promotions within 6 months.

PROFESSIONAL EXPERIENCE

09/2020 - 03/2024

Vancouver, Canada

Unity Developer

IGG: I Got Games (Canada)

https://www.mythicheroes.com/

Team: 15 engineers, 50+ total | Tech Stack: Unity 2019 LTS, C#, ILRuntime, I2Localization, GitHub, Redmine

Project: Mythic Heroes (10M+ downloads, \$10M+ revenue)

- Core contributor to Mythic Heroes from prototype to 2+ years of live operations, owning the entire UI system and five major features (chat, guild, gacha, battle HUD, events) serving 100K+ daily active users.
- Reduced app size by 30% (500MB to 350MB) through asset pipeline optimization, including texture atlasing, compression standards, and Addressables configuration; improved Day 1 retention by 5%.
- Built a robust hot-update system handling 50K+ concurrent updates with less than 0.5% failure rate; enabled daily content updates without app store submissions, saving 2-3 days per update cycle.
- Optimized combat performance from 15 FPS to 60 FPS through batching, level of detail (LOD), and pooling; reduced customer complaints by 80% and improved store rating from 3.8 to 4.5 stars.
- Empowered designers with self-service tools covering 70% of common tasks; reduced engineer interruptions by 5 hours per week and accelerated feature delivery by 40%.

01/2024 - 01/2025

Vancouver, Canada

Lead Unity Developer

The HIVE UBC

https://github.com/YuankunHuang/HIVE-Rehab-Project

https://www.med.ubc.ca/news/gamified-stroke-recovery-improves-arm-function/

- Leap Motion neuro-rehab prototype: gesture-driven training loops with difficulty curves; end-to-end interaction latency < 20 ms in lab conditions.
- Clinical usability and data: auto-logging sessions (speed/accuracy/endurance), CSV/JSON export; study replication cost reduced by more than 50%.
- Patient-mode UI with large targets, high contrast, and audiovisual prompts.

TECHNICAL PROJECT (INDEPENDENT)

SynthMind: AI Gameplay Sandbox

07/2025 - 08/2025

https://github.com/YuankunHuang/SynthMind

Independent Developer | Unity, C#, REST, Firebase

- Built a modular AI sandbox in Unity with a UI system driven by Addressables and reflection, and real-time simulated AI interactions via RESTful API.
- Improved gameplay engagement by developing a modular Unity framework integrating REST APIs for AI mechanics.
- Implemented a reactive UI system using Addressables and reflection patterns.
- Published on GitHub with comprehensive documentation.

CERTIFICATION

Unity Certified Expert: Programmer

Unity Technologies

EDUCATION

09/2019 - 02/2021

Master of Digital Media

Centre for Digital Media

09/2015 - 06/2019

B.Eng., Telecommunication Engineering with Management

Beijing University of Posts and Telecommunications (BUPT)

LANGUAGES

Mandarin
Native



English
Proficient



INTERESTS

Video Gaming

Badminton

(Orchestral) Music Composition