

Adrian Babilinski

Website: <https://ababilinski.github.io/>

My name is Adrian Babilinski, and I have been working as a professional Unity Developer for the last 5 years. Before working as a developer, I developed assets for the Unity Asset Store and provided tutoring. As a Unity Certified Instructor and Programmer, I strive to provide the best Unity solutions possible: focusing on usability and code quality.

Technical Experience

Role: Senior Unity Gameplay Developer

Company: Nerd Ninjas - March 2020 to March 2021

- Fixed bugs and improved application performance by optimizing code structure.
- Developed localization tools for team members.
- Strategized localization methods to provide an optimized workflow.
- Developed key aspects of the game to meet product expectations.

Role: Lead Software Developer

Company: Blackbox Realities - November 2018 to January 2020

- Created project roadmaps, cost estimation documents, and resource allocation.
- Managed a nine-person team to deliver projects.
- Developed a cross platform multiplayer experience that used tablets and projectors.
- Created core architecture for projects such as: gesture recognition and pose tracking.
- Created AR and VR applications for Standalone, Android, and IOS

Role: Lead Unity Developer

Company: The Halsey Group LLC - August 2018 to October 2018

- Responsible for leading three other developers to create a minimal viable product.
- Developed VR networking demo using photon.
- Created tools for junior developers to simplify network integration by developing modular code systems.
- Implemented external API such as Google Cloud for natural language understanding and speech to text.

Role: Senior Unity Developer

Company: Parkerhill Reality Labs - October 2017 to September 2018

- Ported existing projects to PlayStationVR and mobile platforms such as Daydream, and Oculus Go.
- Created publishing materials for PlayStationVR.
- Assisted in publishing Power Solitaire VR for Oculus and Daydream
- Introduced team of two to Jira and optimized workflow with Bitbucket.

Role: Unity Developer

Company: Great Wave Tech - January 2016 to October 2017

- Was made the point of reference for UX design principles.
- Worked with Salesforce API to bring data to the Unity Game engine.
- Trained two other developers how to use Unity.
- Ported Cardboard game Brain Voyagers to Vive and PlayStationVR

Role: Associate Unity Developer

Company: The Halsey Group - October 2014 to November 2016

- Developed prototype apps for Event Planning.
- Created procedural room generator.

Role: Co-Founder

Company: Babilin Applications LLC - October 2013 to April 2016

- Created a design group to create websites and Unity applications.
- Created courseware for Udemy.
- Outsourced and hired other developers to provide websites and interactive demos.
- Created eight Unity Assets for the Unity Asset store.

Awards

Best VR Mobile Application - October 2017

Awarded by Qualcomm at the MIT hackathon: Given to the most refined and optimized XR experience.

Unity Live Help Expert Awards Q4 2019 - March 2020

Awarded by Unity - 10 Session 5 Star Session Streak providing live help | Top Active Experts on the Live Help Platform