ANTON KORSAKOV   Warsaw, Poland
antony.korsakov@gmail.com
https://t.me/AntonyKorsakov
https://linkedin.com/in/antonykorsakov

SKILLS DEMONSTRATION PROJECTS
source code: https://github.com/antonykorsakov/showcase

SENIOR UNITY DEVELOPER

QUALIFICATION SUMMARY

- 13+ years of .NET/C#/Unity development experience
- 4 years of experience as a team lead, managing two different teams (~5 developers each)
- Contributed to the release of approximately 10 titles across various genres
  (e.g., Relaxing Coloring App, City Builder, RTS, MOBA, Beat 'em Up, Runner, Puzzles, etc.)
- Expertise in designing complex architectures using UML and applying OOP principles (SOLID, KISS)
- Languages: Russian/Belarusian (native), English (A2+, actively improving towards B1)
- Skilled in reading and writing technical documentation in English

TECHNICAL SKILLS

Technologies:	Unity Engine (Timeline, Playable API, URP, Addressables …)
Platforms:	iOS, Android, MacOS, Windows
Programming:	.NET (C#), Zenject (Extenject)
Version Control System:	PlasticSCM, GIT, SVN
Mathematics:	Path-finding, Bezier curve, Math olympiads, 1st category in chess
Other:	Agile, Scrum, Asana, Confluence, Jira, Notion, Figma, Miro

EDUCATION
2009 - 2013   Belarusian State University of Informatics and Radioelectronics
                         Bachelor's degree in Computer Science

PROFESSIONAL EXPERIENCE

2024   **Lead Unity Developer (Tech Lead)**
                         Mindwood

- Designed client-server game architecture;
- Managed technical roadmap for the team;
- Integrated and maintained plugins: Adjust, Applovin, FacebookSDK, Firebase, Localization …

2019 - 2023   **Lead Unity Developer & Application Architect**
                         Loóna

- Received "Best Visuals and Graphics 2021" Apple award, "Best App of 2020" Google award
- Took the lead of unity developers and supported unity artists
- Established content continuous delivery: release every two weeks
- Implemented powerful modern solutions with URP, Playable API, Zenject
- Was a speaker on unity meetup "Advanced topics UnityEngine animator"

2018   **Senior Unity Developer**
                         Melsoft Games

- Helped to release "My Pizzeria" project

2017   **Senior Unity Developer**
GameWorld Ltd.

- Gained experience in interacting with an international team (China)
- Prepared a marketing prototype for head of IGG company
- Created a gesture system for multiple projects (city builder, mobile rts)

2016   **Senior Unity Developer**
Black Beacon

- Developed from ground up a navigation system for NPC AI in a large PC project
- Improved existing code-base for other parts of the project

2015   **Unity Developer**
Steel Monkeys

- Joined to existing project and helped to complete and release
- Designed sophisticated NPC AI for a new project

2011 - 2014   **Unity Developer**
Redbell games