

ANTON KORSAKOV

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SKILLS DEMONSTRATION PROJECT

source code: <https://github.com/antonykorsakov/showcase>

web-build: <https://antonykorsakov.github.io/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

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|-------------------------|---|
| 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

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

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| 2024 | Lead Unity Developer (Tech Lead) Mindwood |
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- Designed client-server game architecture;
- Managed technical roadmap for the team;
- Integrated and maintained plugins: Adjust, Applovin, FacebookSDK, Firebase, Localization ...

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| 2019 - 2023 | Lead Unity Developer & Application Architect Loóna |
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- 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"

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| 2018 | Senior Unity Developer Melsoft Games |
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- 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