



## GAME DEVELOPER

# Vadim Smirnov

## OBJECTIVE

A game developer dedicated to building optimized, visually immersive experiences that push creative boundaries and engage players!

## CONTACT

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## LOCATION

Shawnee, Kansas  
(Kansas City Metro Area)

## SOCIAL

github.com/ariatophanes  
FB/IG/TG @grenkax  
YT @vaddydev

## MAIN SKILLS

C#  
Unity  
GDScript

## BASIC SKILLS

Android/iOS native development  
VR-development  
Photoshop  
Blender

## EXPERIENCE

### MIDDLE+ UNITY DEVELOPER

**Geeky House | Remote | Dubai, UAE | 2023**

Development of gameplay mechanics using C# and Unity. I collaborated with game designers to refine game systems, worked with QA to identify and resolve gameplay bugs.

### SENIOR UNITY DEVELOPER

**Little Bit Games | Hybrid | Dubai, UAE | 2021-2023**

Development of modular frameworks for gameplay mechanics, data structures, and tools, optimizing for maintainability and future updates. Development of core game systems, ensuring they align with performance, scalability, and gameplay goals. Mentoring junior developers.

### UNITY / BACK-END DEVELOPER

**AQUIX | Office | Omsk, Russia | 2020-2021**

As a Unity Developer, I completed outsourced tasks focused on enhancing existing game features and worked with VR technologies as well as Android/iOS native development. In my role as a Back-End Developer, I contributed to the company's microservices

and developed a custom microservice for  
cryptocurrency transactions

# Commercial Projects



Idle Evolution

1m+ downloads

Bug fixes, SDK  
integration, tutorial  
module integration



Idle Evolution

1m+ downloads

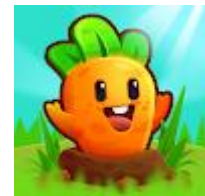
Bug fixes, SDK  
integration



Wine Factory

100k+ downloads

Core systems design  
and development,  
development of  
custom modules

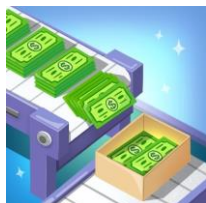


Garden Evo

100k+ downloads

Core systems design  
and development,  
development of  
custom modules

<https://play.google.com/store/apps/details?id=com.littlebitgames.idleevolution>



### Money Factory

100k+ downloads

Development from scratch in collaboration with the game designer and artists

<https://play.google.com/store/apps/details?id=com.littlebit.idlemoneyfactory&hl=ru&gl=US>

<https://play.google.com/store/apps/details?id=com.littlebit.itcorp>



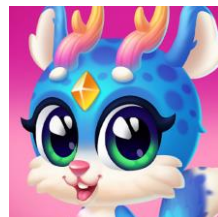
### Voodoo Merge

100k+ downloads

New features development, new UI integration, refactoring

<https://play.google.com/store/apps/details?id=house.geeky.mergeevolution&pli=1>

<https://play.google.com/store/apps/details?id=com.littlebit.wine.empire.idle.tycoon>



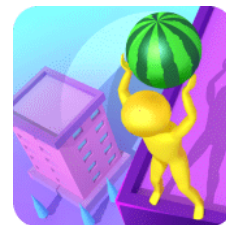
### Magic Pets

10k+ downloads

Core systems improvement, working with in-company modules system

<https://play.google.com/store/apps/details?id=house.geeky.magicpets>

<https://play.google.com/store/apps/details?id=com.littlebit.idle.garden.evolution.empire.tycoon>



### Throw Anything

100k+ downloads

Development from scratch in collaboration with the game designer and artists

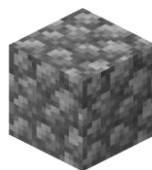
[https://apksos.com/app/com.littlebit.throwanything#google\\_vignette](https://apksos.com/app/com.littlebit.throwanything#google_vignette)

## Pet Projects



### ESCA 2019

The first game I made at the age of 16. All code and graphics are



### Minecraft-Clicker

Currently in development. You can

made by me.  
Unfortunately, it was  
deleted from the store.  
[https://apkcombo.com  
/esca-fighting-shooter-  
2d/com.birdscult.esca.  
android.shooter/](https://apkcombo.com/esca-fighting-shooter-2d/com.birdscult.esca.android.shooter/)

watch my progress on  
my YouTube channel!  
[https://www.youtube.c  
om/watch?v=l8BP5WuD  
nwQ&list=PL3iGjopCNX  
BbRgVgL8MnzuF05Fv6E  
V2-v](https://www.youtube.com/watch?v=l8BP5WuDnwQ&list=PL3iGjopCNXBbRgVgL8MnzuF05Fv6EV2-v)