

DAVID DANIEL SHAPIRO

UNITY DEVELOPER



CONTACT

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SUMMARY

Passionate Unity Developer, Programmer and Gamer with almost 2 years of commercial experience at Clover Bite and finishing BCs degree in Game Design and Development. Strong experience in development for mobile platforms. Professional dad joker

SKILLS

PROFESSIONAL

- C#
- Unity
- Git
- MySQL
- API and Networking
- SOLID and Design Patterns
- Problem solving
- Teamwork

EDUCATION

● **TILTAN SCHOOL OF
DESIGN & VISUAL
COMMUNICATION**
Game Design and
Development School
2022-2025

WORKING EXPERIENCE

UNITY DEVELOPER

Clover Bite | 2024-Present

- Developed core gameplay and long-term retention features.
- Designed scalable, maintainable architecture for rapid iteration.
- Profiled and optimized performance (CPU, GPU, memory).
- Shipped on iOS & Android with smooth cross-platform deployment.
- Built Unity tools/SDKs to support designers and artists.
- Integrated ads, analytics, and API/REST communications.
- Ensured bug-free gameplay and excellent user experience.
- Collaborated in an Agile team, owning features end-to-end.
- Worked on games that were published by Supersonic
- Games:
 - Idle Zoo World [Android](#) | [IOS](#)
 - Hidden Match World [Android](#)
 - Spaceship Defense TD [Android](#) | [IOS](#)