Summary

Firyan Artem

**Senior Unity Developer**

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Motivated Unity Developer with 5+ years of experience, multiple shipped projects for Android and iOS, extensive knowledge of C#, familiarity with CI/CD (Jenkins), SOLID and DRY code practices, and expertise in implementing cross-platform and platform-specific features. An efficient communicator and team player. Enjoy coaching and being coached, breaking complex tasks into solvable ones, and applying math and algorithms for problem tackling.

Work experience

**Lead Unity Developer** Minsk, Belarus

[*CompanyName*](https://google.com/) *Dec 2017 - Present*

* As a team lead of 4 developers, developed games with 50M+ installs ([GameName1](https://play.google.com/), [GameName2](https://play.google.com/)).
* Improved and structured company-wide code-sharing practices (firstly, via Git submodules; after, via packages in Unity Package Manager) along with using separated assemblies and explicit structure for reducing code coupling and decreasing recompile time by 20%.
* Integrated into the company’s projects multiple 3-rd party services, including native frameworks for Android and iOS (Firebase, MoPub, AppsFlyer, IronSource, Spine animations, Facebook, Tapjoy, etc.). Also implemented multiple wrappers for them, which decreased the average integration time into the project from 2 weeks to 1-2 days.
* Created and maintained build automation pipelines both on the Unity side and on the CI/CD side (Jenkins; multiple options for build customization, testing, and deployment).
* Optimized application performance: app startup time (up to 2.5 times faster), memory management and performance improvement (allowed to support older devices), Android ANR (led to more frequent GooglePlay featuring).
* Have been interviewing applicants for Unity developer positions for 3 years and increased the engineering team by 30+ employees.
* Supervised and mentored a total of 10+ developers in the company.
* Standardized and wrote the company’s code style guide.
* Switched projects from SVN to Git, which allowed to establish proper code reviews via pull requests.

**Unity Developer** Minsk, Belarus

[*CompanyName*](https://google.com/) *Mar 2016 - Dec 2017*

* As a newly assigned lead developer, shipped a project with previous long-term development ([GameName3](https://apps.apple.com/)).
* Implemented peer-to-peer multiplayer via Apple Game Center, which increased DAU by about 80%.
* Contributed to adapting the existing iOS development pipeline for the Android platform.

**Software Developer** Minsk, Belarus

[*CompanyName*](https://google.com/) *Aug 2015 - Mar 2016*

* Supported and implemented new functionality for the company’s live iOS project ([GameName4](https://apps.apple.com/)).

Technical Skills

Education

C# | Unity | Jenkins | Java | Objective-C | Git | Xcode | Android Studio | Bash | Python



**Master’s Degree in Computer Science** Minsk, Belarus

*Belarusian State University Sep 2009 - Jun 2015*