



Yuriy Tkach

Unity Game Developer

Game programmer | Lead Unity Game Developer | Indie Studio Founder | Project Manager

I'm an experienced game programmer with a strong background in Unity development. Over the years, I've worked both in studios and as a freelancer, delivering projects from scratch to release. I have extensive experience not only in programming but also in managing teams and full development cycles. As the founder of Old Deer Games, my indie studio, I lead projects of any scale and ensure high-quality results.



Telegram



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LinkedIn



GitHub

Old Deer Games

07 / 2024 - Present

Remote

I'm the founder and lead of Old Deer Games, an indie studio that takes on projects of any complexity. We work with a flexible team of professional freelancers — artists, designers, writers, sound designers, and more.

In each project I act as:

👤 **Lead Programmer** — building the game architecture and mechanics.

👥 **Team Lead** — organizing and guiding developers and artists.

📅 **Project Manager** — communicating with clients, planning, and ensuring smooth delivery.

Our studio develops games for mobile, PC, and consoles, always focusing on quality, speed, and efficiency.

PSV Game Studio

05 / 2025 - 06 / 2025

Construction Set - 3D Builder

Remote

Middle Unity developer

Optimized games for Android and iOS platforms, as well as for the Amazon Appstore platform.

Rectavia studio

08 / 2024 - 05 / 2025

NOT Suika

Remote

Middle Unity game developer

Samurai saga

Remote

Middle Unity game developer

other game prototypes

Remote

Middle + Unity game developer, DevOps

Developed a logic game based on swika puzzles, focusing on optimization, animation, and interactive elements. Worked on a third-person action game with a samurai, creating animations and combat mechanics. Independently worked on the WebGL version of the John Wick-themed card game, performing DevOps duties. Collaborated with Lemon Sky during this project, handling integration and mechanics.

DinoPix

07 / 2022 - 08 / 2024

Planet Smash

Remote

Unity game developer

Rocket Spaceflight Simulator

Remote

Middle Unity game developer

Worked on Planet Smash and Rocket SpaceFlight Simulator, handling project architecture, development and implementation of game mechanics, animations, sound and visual effects. Focused on physics, mathematical calculations, ads, and analytics. Contributed to new gameplay mechanics and their seamless integration with existing features.

Hard Skills:

C# Programming: fundamentals, OOP, SOLID, asynchronous programming, LINQ, design patterns, dependency injection (Zenject), and performance optimization.

Unity Development: game mechanics, user interface (UI), creating and configuring game objects, animation, physics, navigation, AI, asset integration, optimization for mobile platforms, WebGL, consoles, and PC, scripting (C#), and deployment (iOS/Android/Consoles/PC).

UI Development: creating user interfaces, working with Canvas and UI elements.

Graphics and Effects: 3D modeling, materials, shaders, particle systems, lighting, optimization.

Scripting and Game Logic: Scripting and Game Logic: writing scripts, managing game states, implementing game loops, event handling, AI behavior scripting, data-driven design, player input management, custom editor tools, and developing game architectures.

Version Control Systems: working with Git, GitLab, and Assembla.

Testing and Debugging: debugging code.

Asset Management: importing/exporting assets, asset store management

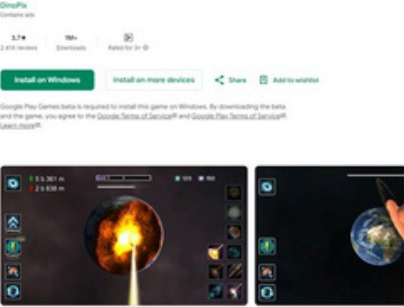
DevOps and Automation: automating development workflows with GitHub, setting up CI/CD pipelines, working with game deployment services, integrating automated notifications and monitoring via Telegram, and managing game deployment across multiple platforms.

Business and Market Analysis: researching market trends, understanding business objectives, monetization strategies, competitive analysis, and aligning game development with business goals.

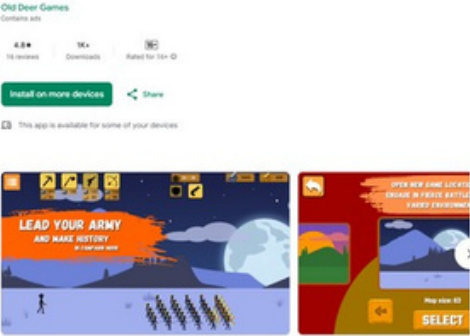
Soft Skills:

Strong problem-solving abilities to analyze issues and develop efficient solutions. Clear and effective communication with team members and stakeholders. Collaborative teamwork in a team environment. Efficient time management and task prioritization to meet deadlines. Adaptability to new tools, technologies, and changing project requirements.

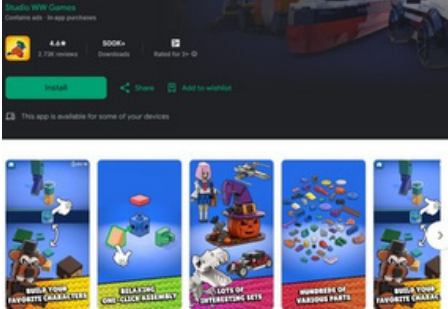
Planet Smash Destruction Games



The Big Stick War Mobile



Construction Set - 3D Builder



Rocket Spaceflight Simulator

