Adrian Miron

Unity Developer

About Me

Game developer with 3 years experience in the industry. Dedicated and enthusiastic game developer who is passionate about creating high-quality games that are both fun and challenging. Have gained experience in various genres. Ranging from mobile hypercasual to AA games on WebGl.

Education

Centrul de Excelență în Energetică și Electronică(College)

Computer Networking Tehnician
(2016 - 2020)

Skills & Technologies

- Unity Engine
- C#, MV*
- Git/Gitflow

- Odin Inspector
- Zenject
- UniRx
- DOTween

Languages

English - intermediate

Russian - fluent

Romanian - native

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Work Experience

Dragons Lake

(May 2022 - April 2023)

Role - Experienced Unity Developer

- Working on a game and generic code
- Analyze and improve performance across all target platforms
- Develop new and maintain existing code base for current and future projects
- Analyze and optimize solutions
- Contribute original ideas towards all aspects of game production and development
- Work independently to complete assigned projects with limited supervision
- Keep up to date with the technological developments and advancements in the computer game industry

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Work Experience

Fiverr(freelance)
(April 2022 - May 2022)

- Fixing bugs
- Creating prototypes
- Integrating SDK

Ourview Games
(April 2021 - April 2022)

Role - Unity Developer

- Create mobile game prototypes from scratch
- Maintain a good performance and optimize projects for main platforms
- Integrate mobile SDK(such as Applovin MAX, Amplitude, etc.)

Midnight Works
(September 2020 - April 2021)

Role - Unity Developer

- Create hyper-casual prototypes from scratch
- Optimize game performance
- Understanding of C# and Unity Engine
- Integration of popular mobile SDK

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