ADRIAN MIRON

UNITY DEVELOPER

GitHub
h1xC0

Phone
+373 79465535

Email
andreyduck24@outlook.com

EDUCATION

NETWORK TEHNICIAN
CENTER OF EXCELLENCE IN ENERGY AND ELECTRONICS
2016-2020

HARD SKILLS

UNITY 3D
Dotween, Odin Inspector, Photon, Addressables, Custom Inspector

EXPERIENCED

C# (SOLID, GOF, LINQ)
MIDDLE

SHADERS
NOVICE

ARCHITECTURE
Zenject, MV* Frameworks, UniRx, UniTask

MIDDLE

VCS
Gitflow, Git(Bitbucket, GitHub, GitLab, Unity Collab)

EXPERIENCED

LANGUAGES

ENGLISH
UPPER-INTERMEDIATE

RUSSIAN
FLUENT

ROMANIAN
NATIVE

ABOUT ME

Game Developer with a 4-year professional journey, spanning the vibrant spectrum of game development from Hyper Casual gems to high-quality AA adventures. I breathe life into games, crafting immersive experiences that captivate players across diverse platforms. Ready to push boundaries and create the next gaming sensation!

WORK EXPERIENCE

APR 2022 - PRESENT

FIVERR
UNITY DEVELOPER
- Fixing bugs
- Creating prototypes from scratch
- Integrating SDK
- Building games for Android, WebGl, PC

APR 2023 - JAN 2024

VICCON
C# DEVELOPER
- Working on database improvements
- Improving overall performance
- Maintained and developed new features

MAY 2022 - APR 2023

DRAGON'S LAKE
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

APR 2021 - APR 2022

OURVIEW GAMES
EXPERIENCED 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.)

APR 2020 - APR 2021

MIDNIGHT WORKS
UNITY DEVELOPER
- Prototyping 3D games from scratch
- Programming game logic, UI and more
- Optimizing performance for mobile devices
- Third-party SDK integration (Facebook, GA, AdMob, etc.)
- Building projects for iOS and Android