

# Dumitru Sisanu

## Lead Unity Developer

8+ years in VR/AR and multiplayer game development. Lead engineer on top-selling Meta Quest titles Pro Era and ForeVR Darts. Specialized in architecting multiplayer systems and crafting engaging mechanics. Proven track record in developing high-performance, immersive experiences. Dedicated to impactful results in every project.

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## WORK EXPERIENCE

### Lead Developer

#### Status Pro

10/2023 - Present

*Developing first NFL-licensed VR simulation gaming title.*

- Led the Multiplayer team for Pro Era, using Photon Fusion 2, reworked core mechanics, built custom prediction & latency compensation.
- Designed and implemented an immersive throw mechanic for Pro Era, receiving great reviews and enhancing user engagement.
- Boosted team efficiency by leading major process improvements, automating performance tracking, improving development practices, etc.
- Contributed to project architecture, UI/UX design, test automation, tooling, performance optimization, and build pipeline enhancement.

Contact : <https://www.status.pro>

### Lead Developer

#### ForeVR Games

05/2020 - 10/2023

*ForeVR is a gaming company dedicated to bringing VR to the masses.*

- Led teams of 6+ engineers/artists on multiplayer VR projects with Photon Fusion and dedicated servers.
- Built cutting-edge darts throwing mechanic based on hand tracking.
- Optimized CPU/GPU for multiplayer VR game with 18k dynamic objects.
- Developed project architecture, game flow, core mechanics, AI behavior, UI, test automation, developer tools, etc.

Contact : <https://www.forevrgames.com>

### Lead Developer

#### Status Pro

12/2018 - 05/2020

- Implemented game architecture, UI, and minigames for Pro Era.
- Developed core game mechanics like throwing, catching, arm-swing locomotion, tackling and dodging.
- Profiled & optimized project to achieve a smooth 72 fps.
- Reverse-engineered .pptx and Visio formats to build a converter tool for proprietary content integration, contributed to desktop training simulation.
- Built R&D prototypes and ported the project to Magic Leap and RealMax.

### Unity Developer

#### Bully! Entertainment

06/2016 - 12/2018

- Created a Football Training XR simulation for NFL teams.
- Led development for the Harvard Business Review AR app across Android, iOS, and Microsoft HoloLens.
- Built diverse prototypes, including a VR Shooter, VR Spells game, AR Horror game, AR Cardgame, AR Car Showcase, VR Exercise, and others.
- Developed and deployed projects across platforms including iOS, Android, Windows PC, Microsoft HoloLens, CardboardVR, and HTC Vive.

Contact : <https://bullyentertainment.com>

## SKILLS

Unity & C# Expert

Game Architecture

Photon Fusion

Photon PUN

Team Leadership

Strategic Planning

Problem Solving & Debugging

## PERSONAL PROJECTS

### Legends VR (09/2022 - Present)

- Created a unique gesture-based spellcasting system.
- Developed immersive arm-swing locomotion mechanics.
- Implemented complex NPC behavior and client-host networking with resimulation.

## LANGUAGES

English

*Native or Bilingual Proficiency*

Romanian

*Native or Bilingual Proficiency*

Russian

*Full Professional Proficiency*

## INTERESTS

VR & AR

Video Games

AI

Solving puzzles

Philosophy