Tymur Fesyna

Senior Unity Developer / Technical Lead (Internal)

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Portfolio: merlin-fs.github.io/portfolio • GitHub: github.com/merlin-fs

SUMMARY

Senior Unity Developer / Tech Lead focused on architecture, UI systems, and delivery of mobile games. Experienced in taking over legacy projects, refactoring codebases, and building reusable foundations: UI framework, data-driven quests, remote configuration, and safe economy operations. Software engineering background since 2000. English: reading/writing OK; speaking basic.

CORE SKILLS

- Unity (mobile production), C#
- UGUI / UI Toolkit, UI effects & animations
- Architecture: modular design, refactoring legacy code, mentoring
- Live-ops: Firebase Remote Config, feature flags, balancing
- Networking prototypes (online opponent mode)
- AR kids experience (image-triggered interactive content)

SELECTED SYSTEMS BUILT

- GameFlow / State machine - scalable session flow & screen navigation (UniBit Mingle Farm; personal titles)
- UI Framework (UI Manager) - windows/popup/widgets navigation, input routing, async show/hide (UniBit AR kids; Stepico card; Supergaming Ball Drop; personal)
- Data-driven Quests + Conditions Engine - composable conditions/actions, branching (UniBit Mingle Farm; Stepico card; personal)
- Economy / Wallet + Safe Transactions - validated operations, persistence, idempotent reward flows (UniBit Mingle Farm; Stepico card; personal)
- Remote Config Layer (Firebase) - feature flags & live balancing with fallbacks (Supergaming Ball Drop; Stepico card; personal)
- Interactions System - unified interaction model (UniBit AR kids; Stepico card; personal)

EXPERIENCE

Senior Unity Developer - Stepico Games (Remote) | 09/2024 - 11/2025

- Owned architecture and core systems across mobile titles: UI framework, quest/conditions engine, economy/wallet, remote config layer, UI effects.
- Rugby Manager (legacy takeover): refactored codebase, stabilized production, delivered client-driven features.
- Billiards (mobile): architecture/technology ownership and integration via TerraExternal platform through clean adapters/abstractions.

Senior Unity Developer - UGI Studio (Remote) | 11/2022 - 05/2024

- Delivered mobile game features with focus on technology and UI; applied reusable UI framework and modular structure.
- Built architecture foundation for a mobile RPG: scalable systems setup and maintainable project structure.

Senior / Team Lead Unity Developer - UniBit (Remote) | 02/2021 - 05/2022

- Tech Lead for Mingle Farm Merge & Match (mobile): designed GameFlow/state machine; implemented data-driven quests/conditions and wallet/economy systems.
- Team Lead / Tech Lead for AR kids mobile game: built UI framework and interaction system for image-triggered story/game experiences.
- Solo project: developed a reusable .NET voice chat library (API design, integration-ready component).

Middle Unity Developer - Supergaming (Caesar Ventures Ltd) (Remote) | 04/2020 - 02/2021

- Owned full UI for mobile Solitaire + meta-game (3D puzzle progression), building UI flows and meta screens.
- Built a ball-drop/slot mobile game from scratch, including an online opponent mode; implemented Firebase Remote Config for live balancing.
- Produced ~10 rapid prototype/test games (educational chess-like, slot variants) with fast iteration cycles.

EARLIER EXPERIENCE

Software development (desktop and client/server): Go, Delphi, C/C++ (2000-2019). Details available on request.