

MIKE NOVIKOV
Senior Unity Engineer

Unity / C# Specialist | 10+ mid-core Mobile Titles | 10M+ Players
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PROFESSIONAL SUMMARY

Senior Unity Engineer with 10+ years of experience in Unity, C#, and mobile cross-platform development (iOS, Android, Steam). Proven expertise in building performance-optimized real-time 3D systems, Unity Editor tooling, and multiplayer gameplay features. Delivered multiple 3D mobile games from design to launch, integrating native platform features and AI-driven systems. Skilled in memory, GPU, and CPU profiling; and Unity UI/UX architecture. Extensive experience with ECS, DOTS, SRP, and dependency-injected modular architectures. Adept at building seamless bridges between Unity runtime and native SDKs. Passionate about creating accessible game authoring workflows and contributing to high-scale, live mobile infrastructure.

Fast learner, focused on technical excellence;

EXPERIENCE

Senior Unity Engineer

Gyro Games Inc (Los Angeles)

Sep 2017 - Present

- Shipped 10+ Unity mid-core mobile titles (Android and iOS), delivering end-to-end C# gameplay systems - from concept and architecture to implementation and launch - resulting in over 10 million downloads and recurring monthly active users: [Sci-Fi Tower Defense Module TD](#) (1M+), [XCore Galactic Plague](#) (1M+), [Fantasy Realm Tower Defense](#) (500k+), [Modular Tower Defense](#) (100k+) and other games.
- Architected and implemented Unity core systems bridging to native iOS frameworks for live multiplayer and analytics integration.
- Designed procedural world generation, client-side prediction, and AI-driven gameplay using ECS and Burst.
- Built reusable Unity UI libraries and custom Editor tools, reducing iteration time on new features by 35%.
- Tuned performance across CPU, GPU, memory, and network; achieved stable 60 FPS (from 30 FPS) on low-end Android
- Collaborated with design and AI teams to integrate OpenAI and LLM APIs into in-game tools and runtime features, enabling generative level and dialogue creation.
- Owned full-stack multiplayer feature sets, including matchmaking logic, state sync protocols, and rollback recovery.
- Owned live-ops tuning of core gameplay loops: implemented cohort analytics, executed weekly A/B testing, and improved Day-30 retention by 8% and average session length by 12%.
- Refactored legacy monolithic gameplay systems into modular, dependency-injected C# architecture using ScriptableObjects and MVC principles, reducing tech debt by 40%.
- Decreased crash rate by 80% (4.5% to 0.9%) by fixing native memory leaks;
- Developed an adaptive Unity UI system that reduced UI development story points by > 50%.

Unity Engineer

Lazy Bear Games (Remote)

Aug 2012 - Aug 2017

- Built and launched *Punch Club* ([Steam](#)/[iOS](#)/Android, 500k downloads); developed core gameplay loops and cross-platform builds, contributing to 93% "Very Positive" Steam rating.

SKILLS

Languages: C#, C++, Python, Lua, Java, JavaScript, TypeScript, SQL

Unity & Systems: Unity, Unity Editor API, ECS, DOTS, SRP, Addressables, PhysX, VR/AR

Multiplayer: State sync, rollback, matchmaking, client prediction

Performance & Tooling: Unity Profiler, Xcode Instruments, Burst, GPU Instancing, Shader Variants, Profiling

Design: Reusable UI Systems, MVC, MVP, MVVM, Dependency Injection, SOLID, UML

APIs & Cloud: OpenAI/LLM APIs, RESTful APIs, Firebase (Auth, Firestore), Facebook API, Adjust SDK

Version Control: Git, Plastic SCM, Mercurial, UVCS

Other Engines: Unreal Engine, Godot, Roblox Studio, .NET (5+), ASP.NET Core, EF Core, SignalR

Workflow: Agile, Test-Driven Development, CI/CD, Jira, Confluence, GitHub Actions

EDUCATION

M.S. Computer Science, Tomsk Polytechnic University - 2012