



# Kanstantsin Zhuk

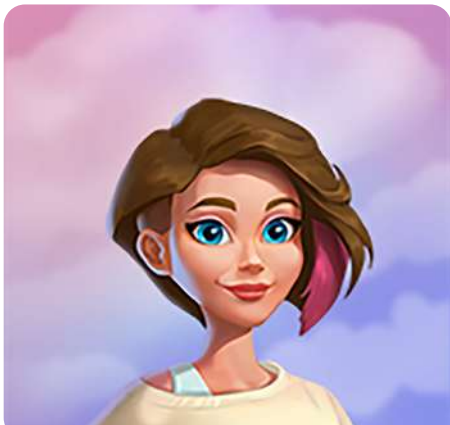
Unity Developer

8+ years experienced Unity Developer, who is absolutely in love with games and enjoying building strong tech teams that are capable of delivering high-quality product.  
Feel free to contact me!

## Personal info

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	<a href="#">LinkedIn Profile</a>
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## Experience



### Technical Lead / Delivery Manager

PyroGems • Full time  
Jun 2023 — present · 1 yr+

**Building from scratch** and leading development team of 8+ people (developers and QA)  
**Built and manage** all management processes, integrated full scrum cycle, including planning and retrospectives  
Facilitating **technical interviews** for unity developers and QAs  
**Code/project review**, full development team mentoring  
CI setup and support (GitHub Actions)  
Engaging with stakeholders to identify problem areas and **provide strategic solutions**



### Unity Team Lead

Zephyr Mobile • Full time  
Oct 2021 — Jan 2023 · 1 yr 4 mos

**Building and leading a team** of 4 unity developers  
Preparing reports, manuals and other documentation on the status, operation, and maintenance of the code  
Facilitating **technical interviews**  
Working with the team to enhance performance of the systems  
**Code/project review**, junior mentoring



### Senior Unity Developer

Easybrain • Full time  
Mar 2019 - Sep 2021 · 2 yrs 7 mos

Developing and supporting systems for over **10M MAU** users for different mobile games with a total number of **200M+ installs**  
Collaborating with design and product teams  
Developing of internal tools for QA and DEVs  
Writing native modules with the help of **Java** and **Objective-C**



### Unity Developer / Technical Project Manager

Pixel Plex • Full time / Part Time  
Apr 2017 - Mar 2019 · 2 yrs / Apr 2018 - Mar 2019 · 1 yr

Programming game aspects, including sound, graphics, scripts, interface, **VFX** for 5+ mobile projects  
Participating in various **blockchain**-based projects  
Developing **AR** tools for internal purposes  
Had experience with **Kinect SDK** for Unity  
  
Assisting head of game department in **team coordination**, planning, scheduling and formation of product vision  
Integrating **scrum** methodology into the team



### Junior Unity Developer

BSVT-NT • Full time  
May 2016 - Apr 2017 · 1 yr

Started as a trainee, quickly grew into a junior unity developer, got familiar with **git**, **SQL**  
Implementing gameplay that included combat dynamics, logic script, and movement for various game characters and weapons for a mobile slasher game  
Working on realisation of **bots** in game  
Participating as a developer in a simulator of natural disasters

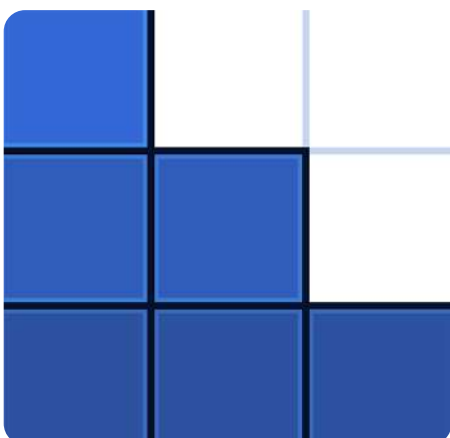
## Highlighted projects



### Hey Color

Engaged in product support and implementation of new features. Optimised application, which improved D1 retention by 10%, which later allowed us to partner with Chinese partners and deliver the product to users in China

Role:	Senior Unity Developer
Platform:	Android
Audience:	1.2M MAU Google Play / 3M MAU China Stores



### Blockudoku

Participated in development of one of the best known mobile games. I was responsible for implementation of user interface for tablets, UI themes, server game events, achievements system

Role:	Senior Unity Developer
Platform:	Android / iOS
Audience:	3M MAU Google Play / 1.5M MAU AppStore, 100M+ installs



### Cars Arena

Cars Arena is an indie car shooter game which was released on Steam for Windows. As a Unity developer, I was responsible for the network architecture and full-stack development (server and client) of game and matchmaking servers. Unity Networking was used on this project.

Role:	Unity Developer
Platform:	Windows, Steam

## Education



### Bachelor's degree in Radio-Electronics Engineering

2014 - 2018  
Belarusian State University of Informatics and Radioelectronics