NIKITA POGODICH
Unity C# Developer

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🌐 https://github.com/nikita-pogodich/nikita-pogodich/blob/main/PORTFOLIO.md   📍 Abu-Dhabi, UAE

ABOUT ME

Unity C# developer with 8+ years of professional game development experience and a passion for creating engaging, responsive user experiences. I design scalable client architectures, build clean and optimized UI, and write well-structured, readable code. I thrive in collaborative environments and enjoy turning ideas into polished, player-focused features.

WORK EXPERIENCE

Unity C# Developer   LowKick Studio | Feb 2022 - Oct 2025

Development of a PC/Mobile MMO RPG WorldShards.

- Developed the architectural framework and core components for the shared gameplay netcode.
- Built an automated pipeline that preprocesses and optimizes level collision data for a separate physics engine within the shared netcode.
- Designed and implemented scalable UI architecture handling complex MMO interfaces.
- Prototyped game mechanics and implemented core game systems (Inventory, Vendors, Shops, interactive items, pickup items, loot containers, etc.).
- Integrated server-authoritative anti-cheat in close collaboration with the backend team.
- Implemented a modular tutorial system with flexible configuration.

Unity C# Developer   Whaleapp LTD | Oct 2017 - Oct 2021

Development of a Mobile Match 3 RPG Match for Glory.

- Analyzed performance bottlenecks and optimized code and assets for mobile devices.
- Built clean, optimized, pixel-perfect UI prefabs.
- Implemented client-server interactions.
- Integrated art assets (3D character animations, Spine, sprites).

SKILLS

- Game Engines: Unity (8+ years)
- Languages: C#, C++
- Tools: Git, Plastic SCM, JetBrains Rider
- Libraries: Zenject, VContainer, UniRX/R3, UniTask, Addressables, Cinemachine, DOTween, LitMotion, Spine

EDUCATION

COLLEGE CFUV | 2015

Secondary Vocational Diploma Technician-Programmer

PORTFOLIO

https://github.com/nikita-pogodich/nikita-pogodich/blob/main/PORTFOLIO.md