Alexey Banchuk — Unity Developer

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SUMMARY

Results-oriented Unity Developer with 2.5+ years of commercial experience. Successfully shipped a mobile strategy title with 50,000+ organic installs. Expert in C# architecture, memory optimization for mobile, and live-ops integration. Proven ability to lead technical development from prototype to release.

SKILLS

Core & Architecture:
C#, Unity6, OOP, SOLID, Zenject (DI), UniRx, MVC/MVP.

Tools & Plugins:
DOTween, Addressables, Odin Inspector, Git, PlasticSCM.

Backend & Services:
Firebase (Auth/Config), Google Play Services, Cloud Save.

Monetization:
IronSource / MAX Mediation, AdMob, Yandex Ads, IAP.

EXPERIENCE

Lead Unity Developer Eco City Games (Independent) — **May 2024 – Present**
Shipped mobile City Builder strategy game.

- Released project reaching 50,000+ installs (4.1 rating, 800+ reviews).
- Designed a modular architecture for scalable production chains and inventory systems.
- Implemented core gameplay: Grid placement, A* Pathfinding, and Economy simulation.
- Optimization: Reduced build size by 40% using Texture Atlasing and Addressables.
- Integrated complete LiveOps pipeline: Analytics, Remote Config, and Mediation.

Unity Developer SoftMango Solutions (Contractor) — **Sep 2023 – Apr 2023**
Development of Digital Twin visualization software for industrial equipment.

- Developed an interactive 3D visualization tool for monitoring equipment via MQTT protocol.
- Created a runtime "Exploded View" system for inspecting internal components.
- Wrote custom shaders for heatmaps based on sensor data streams.
- Optimized high-poly CAD models for mobile tablets (LODs, Mesh Baking) to achieve stable 60 FPS.

Junior Unity Developer AlphaDev Studio — **Feb 2023 – Aug 2024**
Prototyping F2P Idle games and maintaining internal frameworks.

- Refactored legacy UI code, decoupling view logic from data (MVC pattern).
- Implemented reusable "Daily Rewards" and "Quest System" modules.
- Integrated analytics and attribution SDKs (AppsFlyer, Facebook) for marketing team.

EDUCATION

Software Development
Belarus

secondary professional education
2020-2024

LANGUAGES

Language	Level
English	B1
Russian	Native