

# 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.

### Backend & Services:

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

### Tools & Plugins:

DOTween, Addressables, Odin Inspector, Git, PlasticSCM.

### Monetization:

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

## EXPERIENCE

### Lead Unity Developer Eco City Games (Independent)

*Shipped mobile City Builder strategy game.*

May 2024 – Present

- 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)

*Development of Digital Twin visualization software for industrial equipment.*

Sep 2023 – Apr 2023

- 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

*Prototyping F2P Idle games and maintaining internal frameworks.*

Feb 2023 – Aug 2024

- 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

English	B1
Russian	Native