

Ruslan Leontev

+79063784568 | rusromanov.job@yandex.ru | Russia

Summary

Unity Developer (Middle+) with 4+ years of experience building scalable gameplay systems and development pipelines. Strong in C#, clean architecture, and performance optimization. Experienced in URP, Shader Graph, and HLSL, with solid understanding of rendering.

Confident with multiplayer, SDK integration, and backend interaction (ASP.NET Core, Node.js).

Experience

Middle Unity Developer | 12/2023 - Present

- Took full ownership of the Unity client — from project setup to release.
- Configured URP, rendering pipeline, Git workflow, and asset structure.
- Built shaders, scenes, and tools for designers and artists.
- Developed core gameplay systems and optimized performance.
- Coordinated closely with the backend team to ensure stable integration.

Team Lead | 03/2023 - 11/2023

- Managed 15 freelancers for Android projects.
- Designed architecture and published apps on Google Play.

Freelancer (Unity Developer) | 12/2021 - 07/2023

- Completed small projects in Unity, enhancing my skills and gaining experience in various aspects of game development

Portfolio

Utils Library — github.com/razrabVkedah/Utils

Utility scripts & math tools for Unity. Clean and reusable architecture.

Voxel Pathfinding — github.com/razrabVkedah/Voxel-Pathfinding

Voxel A* system; spatial data optimization.

Socket.IO Networking — github.com/razrabVkedah/SocketIO-Networking

Real-time client-server communication and RPC sync.

Skills

Unity & C#

URP, optimization, materials, shaders. Shader Graph / HLSL / VFX Graph / Particle System. Addressables, Custom Editors, tool development. Multiplayer — Photon, Mirror, custom TCP/UDP/RPC.

Architecture & Code Quality

Clean, interface-based, loosely-coupled code (SOLID, event-driven). Memory-efficient, performance-oriented systems.

SDK & Integrations

OneSignal, Appsflyer, Yandex Games, Firebase, UniWebView

Tools & Workflow

Git, Blender, Substance Designer, Photoshop (VFX textures & materials). Custom pipelines and Unity Editor tools.

Languages

Russian - Native, English - B2 (technical documentation, communication)