

# Ruslan Leontev

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## Summary

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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

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### 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

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### Utils Library — [github.com/razrabVkedah/utils](https://github.com/razrabVkedah/utils)

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

### Voxel Pathfinding — [github.com/razrabVkedah/voxel-pathfinding](https://github.com/razrabVkedah/voxel-pathfinding)

Voxel A\* system; spatial data optimization.

### Socket.IO Networking — [github.com/razrabVkedah/socketio-networking](https://github.com/razrabVkedah/socketio-networking)

Real-time client-server communication and RPC sync.

## Skills

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### 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

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