

# GLEB SKIBITSKY

GAME DEVELOPER

✉ [gleb@skibitsky.com](mailto:gleb@skibitsky.com)

🌐 <https://skibitsky.com>

## Profile

I'm very passionate about game and software development. I'm fascinated by the product creation process and pay a lot of attention to detail. I have 5+ years of experience working as a developer (both in-house and freelance), manager and a company leader. Always learning new technologies and take a responsible approach to personal productivity.

## Work Experience

### Different agency

Founder, Developer

2018 - present  
Vilnius, Lithuania

Founded creative software agency working as the team leader, business manager and Unity Developer.

- Gamification AR project (Vuforia, Unity, UniRx, Android, iOS)
- Interactive Explainer Solution (WebGL, Unity, UniRx)

### Dragonglass

CEO, Co-Founder

2018 - 2019  
Vilnius, Lithuania

Working on an ecosystem to connect games with the blockchain to let developers monetize games in new ways, gain control over the secondary market and allow players to transit progress between different games.

### Dragonglass

CTO, Co-Founder

2017 - 2018  
Vilnius, Lithuania

I have founded Dragonglass with the goal to bring more people into the blockchain in a funny way, through games. As the CTO I was responsible for the product. Made the world's first blockchain mobile game with a cryptocurrency wallet inside, developed smart-contracts and launched the token distribution event.

### Game Insight

Game Developer

2016 - 2018  
Vilnius, Lithuania  
Riga, Latvia

- Unity Editor tools development
- Games prototype development
- AR game development using ARKit and Unity

## Salday Studio

Unity Developer

2015 - 2017  
Vilnius, Lithuania

- Character controls, animations set up
- Game logic on the client. Developed custom framework based on PureMVC and MVVM patterns. Developed a stack-based input system before Unity released their own a few years later.
- Photon Loadbalancer wrapping on the client, protocol for communication with an authoritative server, simulation, and latency compensation
- UI development
- Unity Editor tools development

## OpenSource Projects

|  |      |
|--|------|
| <b>unity-now</b> (C#, Unity)<br>Zeit Now plugin for Unity. Allows to deploy WebGL builds from Unity Editor.        | 2019 |
| <b>alfred-timing</b> (JS, Bash, Node.js)<br>Alfred workflow for Timing app   | 2019 |
| <b>current-task</b> (Bash, AppleScript)<br>The utility use to focus on one task at a time.                         | 2019 |
| <b>PlayerPrefs-Utils</b> (C#, Unity)<br>A little tool to manage Player Preferences from Unity Editor               | 2019 |
| <b>Dragonglass Smart Contracts</b> (Solidity, JS, Ethereum)<br>Dragonglass "minable" token and ICO smart contracts | 2018 |

## Talks

|  |                            |
|--|----------------------------|
| <b>GameDevDays</b><br>"Gaming meets blockchain. But should it?"                                  | 2019<br>Tallinn, Estonia   |
| <b>Pocketgamer Connects</b><br>"Lessons to Remember About Blockchain Game Design".<br>Roundtable | 2019<br>London, UK         |
| <b>Pocketgamer Connects</b><br>"Games as a mass adoption tool for blockchain technology"         | 2019<br>London, UK         |
| <b>European Humanities University</b><br>"Intro to Gaming Industry". Lecture                     | 2018<br>Vilnius, Lithuania |

**Crypto Games Conference**  
"Overview of the Crypto-Gaming Market and Its Growth  
Prospects". Panel discussion

2018  
Minsk, Belarus

**Crypto Games Conference**  
"Pains of Developing a Game on Blockchain"

2018  
Kiev, Ukraine

## Skills

### Unity

- Editor - a decent experience of working with Unity Editor. Understanding of objects, components and general workflow. Building projects for many platforms (PC, Mac, Linux, WebGL, Android, iOS), scriptable objects, projects setup and optimisation
- Scripting - ability to write flexible code for various purpose and platforms. Experience of Unity Editor scripting
- Network - experience of building multiplayer projects using Unity Legacy Networking, Unet, Photon Unity Networking and Photon Server. Solid experience in multiplayer architecture (realtime, step-by-step..) planning for mobile, desktop and web platforms
- Optimisation - solid understanding of Unity performance, ability to evaluate performance drops reasons based on unity performance debugger - Profiler.
- Procedural generation - experience of building procedurally generated 3D and 2D applying various algorithms (i.e. Perlin Noise)
- Animation - solid experience in the creation, import and set up of animations in Unity. Understanding of Animator workflow and decent experience working with legacy animation system and advanced knowledge of Animator Controller
- AR - understanding of AR technology and experience of building games with ARKit and Vuforia
- Cloud Builds - the ability to easily set up cloud build and auto-signing for Android, iOS and other platforms
- UI - solid experience of developing responsive, optimised and animated UIs for mobile and desktop platforms

### C#

- ASP.NET - basic knowledge, simple API development with JSON/XML answers and deploying on Windows Server OS
- Serialisation - solid experience in data models serialisation and deserialisation (JSON and XML) using different libraries (Newtonsoft.Json, System.Xml, etc)
- Entity Framework - basic knowledge
- Collections - good understanding of different collections types, experience of developing custom collections
- WEB APIs - experience in building clients working with WEB APIs, timeouts, web server errors handling, flexible structure, deserialisation
- Unit tests - ability to write tests with MS Test and NUnit. Experience of testing libraries, games (unity) and web APIs (integration testing)
- Patterns - understanding of design patterns and abstractions, solid experience of working with PureMVC, MVVM, SAM and others.
- Reactive programming - experience working with UniRx library, understanding of reactive programming paradigm

### Languages

English, Lithuanian, Russian