



# IVAN KHOMICHKOV

UNITY DEVELOPER

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(+4 UTC)

## ABOUT ME

With over five years of comprehensive experience in Unity game development, I specialize in creating and deploying 2D and 3D games, with a focus on mobile cyber-casual and mid-core projects. My expertise extends to game system architecture and design, with in-depth knowledge of key frameworks like Zenject, UniTask, Odin, and DoTween. I'm passionate about optimizing processes to boost efficiency and save resources, and I have a proven track record in code reviews, troubleshooting, and leading development teams. I'm eager to contribute to your team by creating exceptional gaming experiences.

## LINKS

LinkedIn:  
<https://www.linkedin.com/in/ivan-khomichkov-19941a10b/>

GitHub:  
<https://github.com/zloivan>

Telegram:  
<https://t.me/zloivan>

Projects:  
[Ivan Khomichkov Game List](#)

## SKILLS

- C#
- Unity
- Debugging and Optimization
- DI Frameworks (Zenject)
- User Interface (UGUI)
- Tweening Tools (DoTween)
- Async development (UniTask)
- Tool development (Odin, Unity Editor)
- Localization Plugins (Lean, L2, Unity)
- CI/CD Tools (Github Actions, Teamcity)
- Git flow
- GitHub / BitBucket / GitLab
- AI Tools (ChatGPT, Github Copilot, JetBrains AI)
- Cinemachine
- Asset Management
- Appsflyer
- IronSource
- Applovin
- Firebase
- Fast Learning
- Problem Solving
- Team Communication and Collaboration
- ClickUp / Jira / Slack

## LANGUAGES

- English
- Russian

## WORK EXPERIENCE

### UNITY DEVELOPER | Hitapps | Remote | Jun 2023 - Jan 2024

- Developed and enhanced an existing hyper-casual project.
- Implemented runtime server downloads for seamless content fetching.
- Enhanced lazy saving system with migration from old one for better performance that increased user retention.
- Added new and refined existing game mechanics for superior user experience.
- Executed bug fixes, code optimization, and refactoring efficiently.
- Utilized Unity localization as well as language targeted content delivery.
- Boosted development efficiency by creating new Editor tools for content validation.
- Optimized ad and analytics systems that improved code base and increased speed of iterations.
- Utilized tools like Zenject, Odin, Custom Editors, DoTween, Unity localization and more.

### UNITY DEVELOPER | WannaPlay | Remote | Aug 2021 - Dec 2022

- Integrated tutorials, daily tasks, reminders, and IAP for enhanced user engagement.
- Integrated Lean localization system for comprehensive project accessibility.
- Created custom editors with Odin, streamlining content creation.
- Designed and deployed UI features for an improved user experience.
- Delivered project refactoring and support, ensuring optimal performance.
- Mastered tools: Addressable, Lean Localization, DoTween, Zenject, and more.

### UNITY DEVELOPER | RedTower | Minsk | Apr 2020 - Jul 2021

- Led team to release 5 top performing apps on Google Play Store.
- Engineered core systems including sound, configurations, analytics, ads, in-app purchases, and UI.
- Enhanced project performance through optimization and bug resolution.
- Implemented server content delivery using Addressables.
- Leveraged tools such as Addressable, IronSource, Firebase, Cinemachine, UniTasks, Zenject, Timeline, Lean Localization, and more.

### UNITY DEVELOPER | Iridescent Studio, Ltd. | Minsk | May 2018 - Apr 2020

- Developed media content players, implementing offline mode state restoration and new UI features.
- Collaborated with backend developers to integrate client features seamlessly.
- Migrated and upgraded a collection of casual games from Unity 5 to Unity 2017, transitioning from NGUI to UGUI, resolving bugs, and conducting extensive code refactoring.
- Supported and refactored various casual game mechanics.
- Integrated features for a casual domino board game, achieving 'Apple Promoted IN APP' status.
- Mastered tools like: Unity Animator, DoTween, Unity UI, Scriptable Objects, Server Client.