

ANDRII MIROSHNYK

UNITY GAME DEVELOPER

Gameplay, Tools & UI Programming (Unity, C#)

📍 Denmark, Copenhagen

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SUMMARY

Unity game developer with 4 years of commercial experience shipping mobile titles on Android and iOS. Focused on scalable architecture, high-performance asset streaming, and developer-facing tooling. Led a team through a full release cycle from prototype to live-ops. Experienced with SDK development, asset pipeline systems, REST API integration, telemetry, and procedural content generation. Actively participate in game jams and regularly explore new technologies to stay sharp.

WORK EXPERIENCE

Middle Unity Developer | 2025

24Play | Office | Full Time

- Prototyped and created several AR mobile games using MediaPipe facial, pose, and gesture recognition
- Enhanced functionality and performance of existing AR projects, implementing optimizations that maintained 30+ FPS on mid-range Android devices
- Rewrote real-time face cutout from a shader-based approach to a face mesh generation pipeline using MediaPipe landmarks, improving FPS from 25 to 55 on mid-range Android devices

Unity Developer | 2023–2025

BG Games | Office | Full Time

- Primary contributor to game architecture and design for Love Blast: Block Puzzle, leading it to full release as lead developer in a team of 3 developers
- Built REST API integration for analytics, implemented automated data pipeline streaming to BigQuery, generating retention reports and engagement metrics. Implemented telemetry and analytics hooks tracking player actions
- Optimized build size by 30% and application startup speed by 20% thanks to efficient resource management
- Created custom Unity Editor tools for technical artists and level designers: level editor with visual tools and validation, automated asset validators, content pipeline automation, and CSV import tools for rapid balance iteration
- Enhanced UI responsiveness and user experience, created great game feel, resulting in 23% increase in user engagement and session duration
- Used Zenject for dependency injection to create modular, reusable, and testable architecture

Unity Developer | 2020–2023

Lumighost | Remote | Full Time

- Developed online chess game with samurais: replaced chess pieces with 3D samurai models, implemented character customization system with modular parts swapping and built preview system for customizations
- Created complex cutscene system triggering elaborate fight scenes on piece capture, featuring realtime mesh slicing for limb dismemberment, particle and decal systems for visual effects, and smooth camera transitions
- Built REST API integration for live quiz questions, implemented real-time synchronization and leaderboard system with error handling and retry logic

SKILLS

Specializations: Architecture, Performance Optimization, Game Feel, Custom Tools Creation

Software/Tools: C#, Python, Unity, Unity Assets, Unreal Engine, Blender, Photoshop, Android Studio, Xcode, FMOD

Technical Skills: Game Architecture, Asset Streaming, Performance Profiling, Memory Management, REST API Integration, Analytics, Mobile Development, Procedural Content Generation, SOLID Principles, Design Patterns, Custom Unity Editor Tools

Project Development: GitHub, GitLab, Sourcetree, Jira, Trello, Slack, Notion, Confluence, Miro, Git Flow, Agile/Scrum

Technologies: Zenject, UniTask, Addressables, DoTween, Spine, Shader Graph, Photon, FMOD, Firebase

Languages: English – Upper-Intermediate, Danish – Elementary, Ukrainian – Native, Russian – Native

EDUCATION

Bachelor of Applied Math | Igor Sikorsky Kyiv Polytechnic Institute | 2019–2023

Master of Applied Math | Oles Honchar Dnipro National University | 2023–2024