

OLEKSANDR TOKAREV

UNITY DEVELOPER | C# GAMEPLAY PROGRAMMER

Finland | Fully remote | Employment or B2B

otokarevdev@gmail.com | Portfolio | GitHub | LinkedIn

SUMMARY

Unity Developer with nearly 3 years of hands-on C Sharp gameplay programming across Android, PC, and WebGL. Solo-developed and shipped an Android game on Google Play, owning architecture, implementation, profiling, debugging, build preparation, and release. Builds maintainable, performance-aware C# systems with SOLID/SRP, dependency injection, Assembly Definitions, ScriptableObjects, UniTask, and clear runtime/presentation boundaries.

TECHNICAL SKILLS

Core Competencies: gameplay programming, software engineering, systems architecture, problem solving, debugging, performance optimization, project delivery

Programming / Engine: C# (C Sharp), Unity 2022 LTS, Unity 6, MonoBehaviour lifecycle, UGUI, Input System, Physics2D, DOTween, URP

Gameplay Systems: turn-based combat, AI strategies, progression, save/load, reward systems, weapons, runtime stat modifiers

Architecture: SOLID/SRP, MVVM, Zenject, dependency injection, composition root, Assembly Definitions, services, events, ScriptableObjects

Async / Lifecycle: UniTask, async/await, CancellationToken, lifecycle-bound cancellation, subscription and resource cleanup

Performance / Optimization: Unity Profiler, GC allocation profiling, object pooling, cached references, mobile frame-time optimization

Multiplayer / Workflow: Netcode for GameObjects, UGS Relay, Lobby, Auth, RPCs, NetworkVariables, Git/GitHub, ClickUp, task tracking, collaborative planning

PROFESSIONAL EXPERIENCE

Independent Unity Developer | Personal and Published Projects

Sep 2023 - Present | Finland | Solo developer

- Delivered playable builds for 3 platforms - Android, PC, and WebGL - including a multiplayer prototype using UGS Relay, Lobby, and Netcode for GameObjects; resolved cross-platform build, scene, prefab, UI, and runtime integration issues.

Emoji Battle | Google Play release | Sep 2025 - Feb 2026

- Shipped 1 complete Android game to Google Play within a 6-month independent development cycle; owned the full player loop, progression, save data, UGUI flow, Unity Ads, store preparation, and post-release support.
- Implemented 3 distinct AI difficulty modes through the Strategy Pattern, separating decision logic from board rendering and lobby UI.
- Optimized Emoji Battle across a broad range of Android hardware: improved performance on older devices from approximately 30 FPS to a stable 60 FPS, and validated adaptive 90 FPS and 120 FPS targets on supported high-refresh devices by reducing UI draw calls and separating gameplay from presentation logic.

Last Seed Survivor | Mobile 2D auto-shooter | Mar 2026 - Present

- Engineered modular combat, weapons, runtime stat modifiers, Physics2D enemies, and ScriptableObject-driven reward selection with rarity and DPS-aware tuning.
- Optimized high-density combat with pooled projectiles, pooled enemy segments, and cached references; built a one-click deterministic test that runs 4,000 battles per cycle across 4 player-behavior scenarios of 1,000 battles each, covering ad engagement and revive combinations, with zero detected combat-logic failures in repeated runs.

Stack: Unity 6, C#, UGUI, ScriptableObjects, Physics2D, Input System, DOTween, URP, object pooling, custom balance simulations

EDUCATION

Xamk - South-Eastern Finland University of Applied Sciences | Online, Finland

Introduction to Video Games Creation - Flexible Modular Open UAS Studies, 1-35 ECTS | Jul 2026 - Dec 2026

LANGUAGES

English - Intermediate (B1, improving) | Russian - Native | Ukrainian - Native