- 21 years
- Male
- Chișinău
- 1 500 EUR

in

TOP Skills

- **Team work** · *2 years*
- **Problem Solving** · *2 years*
- **Communication** · *2 years*
- **Flutter** · *2 years*
- **Unity** · *9 months*
- **Communication Skills** · *9 months*

Preferences

- Part-time
- Flexible
- Full-time
- Hybrid
- Remote
- In-house

Languages

- **Romanian** · Native
- **Russian** · Fluent
- **English** · Communication

Skills

- Flutter
- Communication skills
- Team work

C#/.NET Developer, Unity, Flutter

About me

I am a C#/.NET Developer with 4 years of experience in building high-performance applications and cross-platform games. My expertise lies in C#, .NET, and Unity, where I have developed and optimized multiple projects, including mobile games published on the App Store and Google Play, as well as multiplayer experience. Also, i continuously find methods to automate and speed up routine parts of development.

Beyond game development, I have also worked with "Flutter" on a few applications, expanding my skills in mobile app development. I am passionate about writing clean, efficient code and always seek innovative solutions to enhance performance and user experience.

Work experience

Flutter/Unity · Draur LTD
May 2021 - May 2023 · 2 years 1 month

- Created codebase for some apps, used GetX and other.
- Optimizations an ui(figma) integrations.
- Database integrations, firebase, PostgreSQL - Php backend and some .Net.
- Monetizations with several providers like RevenueCat and native from ios and google.
- Participaded in launch and setup/tests of apps on mobile platforms.

Skills: Flutter, Communication, Team work, Problem Solving

C# / Unity Developer · Geekon Games
February 2021 - May 2021 · 3 months

- SDK integrations, multiplayer(Photon, Mirror), gameplay mechanics, UI, Optimizations.
- Gameplay balance, some level designs with major assets.
- Porting games for several platforms.
- Games monetizations strategy and integrations (xsolla, revenuecat, applovin etc).
- Analytics SDK integrated and DevOps(build automations) on Unity.

- Problem-solving
- Automatization

Driving licence

Category: B
With personal auto

- AntiCheat, AutoTests, Git, Plastic Scm, Figma.

Skills: Communication Skills, Team work, Unity

Unity Developer, C# · Midnight Works

May 2020 - October 2020 · 6 months

- Code optimization, creating new mechanincs.
- Arhitecture planning and implementation.
- Multi-Platform Development.
- Online implemenations(multiplayer) - Photon, Mirror.
- SDK integrations, analytics, monetization.
- Writing clean, maintainable, and well-documented C# code following SOLID principles.

Skills: Optimization, Communication Skills, Team work, Unity, C#, Version Control (Git), Problem-solving, Creativitate

Desired industry

- IT, Tech

Education: Specialized secondary