

# Evgenii Koniushok

## C#/Unity Developer

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[Linkedin](#)

## LOCATION

- Limassol, Cyprus. Prefer remote work.
- Citizenship: Russian, Ukrainian.

## EDUCATION

- Higher School of Economics | Master, Business-Informatics | Moscow, 2021
- Moscow State University | Bachelor, Computer Science | Moscow, 2019

## EXPERIENCE (7.5 years total)

### **Playrix | Game Core Developer**

5 months

Project: **Unreleased RPG Battler**

#### Achievements

- Optimized the storage of text strings in memory - reduced the size of configs by 40%
- Transferred the system of purchases in game stores to a secure server-authoritative architecture
- Implemented the YooAsset addressables management system

#### Stack

C#/Unity, MessagePack, NUnit

## MadOut Games | Game Core Developer

2 years 6 months

**Project: MadOut 2** Open world GTA-like mobile game.

### Achievements

1. Upgraded inhouse vehicle physics engine to support new core gameplay features: Car tuning, Trucks, Helicopters, Car explosions and damages. This is now one of the top grossing features.
2. Optimized math of gunshot collision detection to reduce server and client lag. Was - 2ms per shot, became 0.4ms per shot.
3. Created a frontend for meta features such as – Chats, Clans, In-game graphical editor. Added a system of standardized UI elements, which simplifies UI development.
4. Developed several tools to simplify the artist's job of adding new car models to the game.

### Stack

C#/Unity, Mirror, UniTask, Odin

## Nexters | Fullstack Game Developer

3 years 6 months

**Project 1: Hero Wars** RPG Battler;

**Project 2:** In-house Diablo-like Action RPG.

### Achievements

- 1) Introduce and fully integrate the process of writing unit tests by programmers. This had severely reduced the number of critical bugs.
- 2) Develop a feature flag system to control radical changes being enabled/disabled. This saved the project from re-uploading the build several times when risky changes to core gameplay were not well accepted by the players.
- 3) Develop a visual scripting language to allow game designers to develop new heroes behaviour without needing to use programming.
- 4) Create a system for game designers to create gameplay mission scenarios without scripting.
- 5) Managing a team of 4 programmers. Also wrote the documentation for introducing newbies into the project. It is used to this day
- 6) Fixed a number of severe bugs related to desynchronization of the server and the client. Bugs were present for 2 years before. Documented and trained all programmers to fix such bugs

### Stack

C#/Unity, Haxe, ECS, Php, .Net Core, Bash/Python ci/cd.

# Alive Games | Unity Developer, Manager

1.5 years

## Achievements

- 1) Delivered a project for Interactive tablets at a show exhibition. I was a manager on this project, the project had a moderate success.
- 2) In just one month delivered a prototype of a multiplayer tabletop card game.
- 3) Developed a complex 3rd person character controller for a mobile game where the player could run into a wall and fall as a ragdoll.
- 4) Calls with clients, discussing with them the price of the project, the development plan (since there was no manager in the startup, I was doing it, lol)
- 5) Set up a build system for iOS on a hackintosh for the company

## Stack

C#/Unity, Photon.

# SKILLS

## Good at

C#, .NET, Unity

CPU/GPU/RAM Profiling and optimization

Unit Tests

UniTask, UniRx

ECS (Entitas)

Zenject, VContainer

Haxe

Bash (build automation)

Python (build automation, analytics)

MySQL

## Familiar

HLSL, HGLL, Shadergraph, Amplify shader editor

.NET Core backend

php

gitlab CI

C/C++

Java

## LANGUAGES

• Russian • English (C1)

My own released project code example: <https://gitlab.com/kitaetc4/billiard-scripts-example>