

Tutygin Artem, Unity Developer

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About me

I am a Unity developer who is happy to develop games and learn new things. I mainly focus on writing code and working with the engine itself. My favorite part is working on the project architecture and improving it, which I am good at.

Skills

C#, LINQ, Unity, OOP, SOLID, GRASP, Algorithms, GoF patterns, MV patterns. SOLID, Git, Github, DoTween, UniTask, R3, Unix, DOTS, ECS, LeoECS, Photon, Photon PUN 2, Mirror, Zenject, Vcontainer, Addressables, Profiler, Scriptable Objects, Vcontainer, UGUI, Unity Localization, Advanced Input Field, YandexGames, IronSource, AppLovin, Firebase, Firestore, IAP, NUnit, Nsubstitute, FluentAssertions, Unity Editor, Shader Graph, WebGL, Android, IOS, English - B1

Work experience

Serbull Games

August, 2025 — March, 2026

To date, I have released 5+ commercial projects on Yandex Games.

Here are the most interesting ones:

Obby Tsunami — a runner with wave physics

- Created a dynamic wave system with increasing size and repulsion force
- Optimized physics calculations — stable 60 FPS on mid-range devices

- Day-1 retention was 38% thanks to increasing difficulty

Obby Tower Defense — a TD game with meme characters

- Designed and implemented a system of 10 unique towers with different attack mechanics and upgrades
- Developed a wave spawner with dynamic difficulty balancing
- The game reached a 90 rating on Yandex Games within the first two weeks

Azia Development Studio

June, 2024 — August, 2024

I created a multi-platform game (for Android, IOS, and WebGL). I actively used a profiler, which helped to reduce the CPU load by 40%. I implemented the State pattern to eliminate the cumbersome switch-case, and I wrote an object pool to improve the game's performance (increasing the FPS by 1.5 times). I used Firebase Firestore for the database.

Yandex Games development (game jams, contests, and own projects)

March, 2023 — August, 2023

I used Zenject to reduce the coupling of components, as well as their built-in event bus. I implemented patterns such as Abstract Factory, Strategy, and Visitor. I reduced the build size by 2 times by optimizing textures and sounds and implementing Addressables. I implemented ads and leaderboards for Yandex Games. I created basic shaders in Shader Graph.

Portfolio

Production projects:

[Obby Brainrot: Tower Defence](#)

[Obby Railcarts](#)

[Obby: Knockout For Brainrots](#)

[Github](#) (pet projects)

Education

Volgograd State University

Software Engineering (undergraduate program, expected graduation in 2029)