

Dmitry Titov

Unity Developer

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Date of birth: 17.03.2001

Education: Bachelor of Radio Engineering, SPbPU, 2019–2023.

Professional Profile

Lead Unity Developer with over 6 years of experience in commercial game development for Android, iOS, and PC. I specialize in architecture design, performance optimization, development of scalable game systems, and taking products from scratch to release and LiveOps. I have extensive experience independently developing commercial games, implementing monetization growth solutions, providing technical leadership for a team, and optimizing production processes.

Work Experience

NETBRO GAMES	Lead Unity Developer	September 2023 — Present
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- Independently developed the “Find It” project from scratch and managed the full product development and growth cycle — from architecture design to release and LiveOps. The game reached 400K+ installs and 20K DAU.
- Developed an in-game store with full remote management of assortment and visual design. Implemented A/B testing, increasing the average number of purchases among paying users by 60% and the number of buyers by 30%.
- Currently developing Find It: Hidden Zombie Hunt — a new game based on Find It, in active development. The project has reached 80K+ installs and average 3K CCU.
- Reduced initial build size by 74% through comprehensive asset optimization using Addressables, Asset Bundles, and Play Asset Delivery; analyzed performance, memory consumption, and crash causes using Unity Profiler, Memory Profiler, and Logcat. Maintained crash rate below 0.3%.
- Developed and integrated technical systems for monetization, analytics, cloud saves, and remote configuration; automated development and update release processes for Android and iOS.

SunLab Ltd	Unity Developer	June 2021 — September 2023
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- Developed Saltyverse — a multiplayer 3D metaverse for PC browsers with a WebGL client, dedicated servers, and third-person view; the project was sold to an investment company for 50 times its development cost.
- Developed core systems for the Saltyverse WebGL metaverse with average concurrent online of about 100 users and peak up to 1,000.
- Supervised up to 5 Unity developers: decomposed technical tasks, conducted code and architecture reviews, and mentored junior developers.
- Developed multiplayer systems using Mirror Networking with dedicated servers, as well as procedural generation tools for 3D worlds and levels.
- Optimized network interaction, reducing per-user transmitted data by 40% and improving network exchange efficiency.

Pair of Slippers	Junior Unity Developer	April 2020 — June 2021
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- Developed more than 20 commercial Unity projects for Android, iOS, and PC — from prototyping to publication and post-release support; worked with clients under tight deadlines.
- Developed reusable game modules: UI, inventory, progression, game economy, and third-party SDK integrations, accelerating new project creation by up to 60%.
- Optimized performance and memory consumption of mobile games using Object Pooling, Addressables, and Unity Profiler, reducing unnecessary allocations and increasing average FPS by 50%.
- Implemented technically complex game mechanics: AI, procedural generation of voxel worlds, and AR functionality.

Technologies

- Core:** Unity 3D/2D, C#, .NET, async/await, PC/Android/iOS, HLSL/Shader

- **Patterns:** OOP, SOLID, MVVM, Object Pool, State, Observer, Factory, Strategy
- **Tools:** Zenject, VContainer, UniTask, UniRX, DoTween, Addressables, ShaderGraph, Cinemachine, New Input System
- **Performance:** Unity Profiler, Memory Profiler, Frame Debugger, GC Optimization, Draw Call Batching, IL2CPP
- **Networking:** WebSocket, REST API, Mirror, Photon, UnityWebRequest
- **Integrations:** Firebase, Facebook SDK, Yandex SDK, IronSource, Applovin, Tenjin SDK
- **Build & Tools:** Custom Editor Scripting, CI/CD (Unity DevOps, GitHub Actions), IOS/Android Publishing

Key Skills

- **Game Systems Architecture** — design of scalable modular systems for PC and mobile platforms, taking into account performance and future product development.
- **Multiplayer Systems** — Mirror Networking, dedicated servers, network interaction optimization, and reduction of transmitted data volume.
- **Procedural Generation** — tools for creating 3D worlds and levels, automating game content generation.
- **Technical Leadership** — solution design, task decomposition, code reviews, mentoring, and developer growth.
- **Mobile Development for Android and IOS** — full cycle of commercial game development, build preparation, publishing, and post-release support.
- **Performance Optimization** — CPU and memory profiling, increasing FPS, reducing allocations, load time, and build size.
- **LiveOps and Monetization** — remote configuration, A/B testing, store management, and dynamic content without releasing a new app version.
- **SDK and Cloud Service Integration** — Firebase, analytics, cloud saves, ads, in-app purchases, and push notifications.
- **Development Tools and Automation** — custom Unity Editor tools, simplified content creation, and production process optimization.

Languages

- **English** — B1
- **Russian** — Native