

Oleksandr Yelisieiev — Senior Unity Developer / Tech Lead / CTO

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SUMMARY

Senior Unity Developer with 10+ years of commercial experience in game development. Specializes in game system architecture, performance optimization, CI/CD, SDK integration, and technical leadership. Experienced in leading projects from prototype to LiveOps, releasing on mobile and desktop platforms.

KEY SKILLS

Unity Engine · C# · Game Architecture · Gameplay Programming · Performance Optimization · Rendering & Shaders · Mobile Development (iOS/Android) · Addressables · SDK Integration (Ads, Analytics, IAP) · CI/CD (GitLab, Jenkins) · Build Pipeline · Multiplayer Networking · Localization · Store Compliance · LiveOps · Technical Leadership · Team Management · System Design · Strategic Planning · Code Review · Documentation Standards · Cross-Functional Collaboration

EXPERIENCE

Unity Developer — Artificial Core (Feb 2025 – Present)

Developing and optimizing core systems for an MMORPG project (Unity, C#, multiplayer, performance optimization). Implementing CI/CD with GitLab and Jenkins, CPU/GPU profiling. Working with addressables and resource loading optimization. Involved in architecture ownership, system design, and LiveOps support.

Lead Unity Developer — Parana Games (Dec 2024 – Apr 2025)

Led the team and defined the project's technical strategy. Designed architecture (SOLID, design patterns, custom tools, editor scripting). Managed build pipelines (CI/CD, automated releases), SDK integrations (Ads, Analytics, IAP). Optimized rendering, GPU/CPU profiling, supported iOS/Android builds. Sprint planning, code review, and documentation standards.

Unity Developer — HitApps (Nov 2023 – Oct 2024)

Developed mobile games (iOS/Android) in Unity with focus on UI/UX and monetization. Integrated analytics, A/B testing, and SDKs. Optimized scenes and resource loading (addressables, pooling, batching). Managed CI/CD pipelines and store releases (App Store / Google Play).

CTO — Wow Meow (Aug 2023 – Present)

Built internal frameworks, modular systems, and DevOps infrastructure. Managed the development team, strategic planning, and roadmapping. Designed architecture for multiple projects, CI/CD, LiveOps systems. Handled vendor coordination and technical consulting. Supported internal tools (editor scripting, custom UI systems, analytics).

Sr. Unity Developer — GGG Games (Apr 2023 – Nov 2023)

Optimized rendering, GPU/CPU profiling. Introduced performance best practices for mobile platforms. Worked with shader graph, VFX systems, and rendering optimization.

Team Lead / Unity Developer — Stepico (Apr 2022 – Apr 2023)

Led the team and tech stack development. Implemented UI and gameplay systems, collaborated with artists and designers. Built pipelines, integrated addressables and analytics. Planned sprints, conducted code reviews, wrote documentation, and trained the team.

Unity Developer — Ejaw (May 2019 – Feb 2022)

Developed gameplay mechanics, UI, and monetization systems. Integrated SDKs, analytics, and ad networks. Optimized performance and resources, managed store releases.

Unity Developer — SG Games (Nov 2014 – Apr 2018)

Worked on gameplay, UI, and build pipelines. Experience in mobile releases and LiveOps support. Implemented basic multiplayer systems and simple network solutions.

PROJECTS (Selection)

- Corepunk (MMORPG) — architecture ownership, multiplayer, performance, CI/CD.
- Pool Stars — multiplayer gameplay, UI, monetization, SDK integration.
- Connect Word / Syllatiles / LexiLogic — mobile puzzle games, addressables, UX optimization.
- Polygon Coloring — rendering optimization, shader graph.
- Pixerio / Hexa Block Drop — puzzle prototypes, rapid prototyping.
- City Takeover / Infantry Attack / Hole.io — mobile performance optimization.
- Nile Valley / Victory Belles — scalable architecture and LiveOps support.

EDUCATION

Bachelor's Degree in Software Development — 2017, MMMK PGU, Mariupol

LANGUAGES

English — Advanced | Ukrainian — Native | Russian — Fluent