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. Specialized in game system architecture, performance optimization, CI/CD, SDK integration, and technical team leadership. Experienced in managing projects from prototype to LiveOps, shipping to mobile and desktop platforms, and supporting production environments.

Key Skills

Unity Engine   C#   Game Architecture   Gameplay Programming   Performance Optimization   Rendering & Shaders

Mobile Development (iOS/Android)   Addressables   SDK Integration   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

Developed and optimized core systems for an MMORPG project (Unity, C#, multiplayer, performance optimization).

Implemented CI/CD using GitLab and Jenkins, performed CPU/GPU profiling.

Worked with Addressables and optimized resource loading.

Involved in architecture ownership, system design, and LiveOps support.

Lead Unity Developer — Parana Games
Dec 2024 – Apr 2025

Led the development team and defined the project's technical strategy.

Designed architecture (SOLID, design patterns, custom tools, editor scripting).

Managed build pipelines (CI/CD, automated releases) and SDK integrations (Ads, Analytics, IAP).

Optimized rendering and GPU/CPU performance for iOS and Android.

Led sprint planning, code reviews, and documentation standards.

Unity Developer — HitApps
Nov 2023 – Oct 2024

Developed mobile games (iOS/Android) in Unity with a focus on UI/UX and monetization.

Integrated analytics, A/B testing, and SDKs.

Optimized scene loading and runtime performance (Addressables, pooling, batching).

Maintained 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, and LiveOps systems.

Coordinated with vendors and external contractors, provided technical consulting.

Developed and supported internal tools (editor scripting, custom UI systems, analytics).

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

Optimized rendering and performed GPU/CPU profiling.

Implemented 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 managed the project tech stack.

Implemented UI and gameplay systems, collaborated with artists and designers.

Built the build pipeline, integrated Addressables and analytics.

Conducted sprint planning, code reviews, documentation, and team training.

Unity Developer — Ejaw
May 2019 – Feb 2022

Developed gameplay mechanics, UI, and monetization systems.

Integrated SDKs, analytics, and ad networks.

Optimized performance and resources, handled store releases.

Unity Developer — SG Games
Nov 2014 – Apr 2018

Worked on gameplay, UI, and build pipelines.

Experience with mobile releases and LiveOps support.

Implemented basic multiplayer mechanics and simple network solutions.

Projects (latest)

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
MMMK PGTU, Mariupol
2017

Languages

English	Advanced
Ukrainian	Native
Russian	Fluent