

Eugene Bolshakov

Senior/Lead Game Developer (Unity)

Greetings! I'm Eugene, a seasoned game developer with over a decade of experience in the gaming industry, specializing in Unity C# development. I have a proven track record of successfully leading development teams and delivering high-quality games.

Throughout my career, I have harnessed technical expertise, strategic decision-making, and effective communication to drive game development and ensure product success. As a Unity expert, I have developed, refined, and optimized a wide range of game features, significantly elevating user engagement and product value.

I am open to remote opportunities as a private entrepreneur based in EU.

Resume update date: 08.01.2024

[PDF version](#)

Contact Information

- [Book an introduction meeting](#)
- [LinkedIn](#)
- [GitHub](#) (it consists mostly of proof of concepts, so don't expect much in terms of code clarity)

Experience

Remote contracts, Unity, 2023-2024

Clients:

- [RemioVR](#)
- [Dragons Lake](#)
- [Starplay](#)

Scopes:

- Feature implementation
- Profiling and optimization (CPU and GPU)
- Legacy code debugging and release preparation
- App building and deployment
- Automation and backend scripting
- Game analysis and design

Game Based Assessment, private startup (Remote, 2023, 4 months)

Lead Game Developer and Product Architect (Unity)

- Developed both client and backend elements for the product, serving as the sole developer on the team.
- Designed client-side architecture, laying the groundwork for a maintainable and scalable application.
- Coordinated with Subject Matter Experts (SMEs) to gather and implement product requirements.
- Managed Google Cloud Services, handling data storage and operational functionalities.
- Built a range of Unity tools to streamline game development processes, including localization, analytics, and a custom engine for game mechanics.
- Handled Technical Art: Managed asset import, configuration, and build optimizations while also automating in-text icons and developing a custom animation framework.
- Architected Game Design: Conceived foundational game mechanics and modeled the game economy for required type of gameplay.
- Managed Android Deployment: Responsible for Android build and release cycles.



Dragons Lake: BlueLight (Remote, 2022-2023)

Unity Lead Developer

- Proposed, negotiated and accomplished comprehensive refactoring of legacy code, introducing assembly definitions that accelerated compilation time and usage of Zenject containers that facilitated testing of game systems in isolation, along with resolving 'dependency hell' across the whole project
- Developed a provisional backend solution with a pre-designed API, facilitating a seamless transition to the final backend system.
- Integrated 3rd party plugins to establish a connection between WebGL and Ethereum, broadening the game's capabilities and user features.
- Transformed existing UI architecture to an MVP (Model-View-Presenter) implementation, boosting usability and performance.
- Troubleshoot and resolved performance issues related to UniRx and Async operations under WebGL, optimizing the game's responsiveness.
- Implemented camera effects using Cinemachine, creating transitions between 3D scene and UGUI.
- Authored comprehensive documentation for all developed systems, contributing to knowledge sharing and future development efficiency.

Ten Square Games: [Undead Clash](#) (Remote, 2021-2022)

Unity Developer

- Implemented a modular, extensible analytics system** that reported events to 3rd party providers, collaborating with internal analytics specialists to ensure accurate data tracking, and business expectation met.
- Implemented a dynamic tutorial system with UI effects and automation scripts, improving user onboarding and experience, and providing easy extensibility and modularity for future releases.
- Developed a Unity editor tool to locate missing scripts and unassigned references, significantly improving project integrity and debugging efficiency.
- Conducted performance analysis to identify potential bottlenecks, providing valuable data that affected optimization strategies.
- Initiated code refactoring to enhance project architecture, resulting in improvements to system design and efficiency.
- Successfully debugged and adjusted a third-party animation sequencing library, significantly aiding the UI team in their tasks.
- Navigated integration of multiple conflicting packages (Facebook, AppsFlyer, Helpshift), resolving conflicts and ensuring seamless operation on Android.
- Participated in the creation and presentation of technical solutions, demonstrating strong communication and collaboration skills.
- Collaborated with backend and senior developers to create docker solution to automate code generation for client-server messaging integration.



Heyworks: [BlockBusters](#) (Remote, 2020-2021)

Unity Developer

- **Added modularity to analytics system** to support multiple data sources, improving the comprehensiveness and reliability of collected data.
- Developed a robust framework for screen transition animations, enhancing UI interactivity and user experience.
- Leveraged DoTween to create visually compelling UI effects and new UI windows.
- Devised a procedural footstep detection system for characters with skeleton animations, achieving accurate and efficient footstep detection without relying on animation events.
- Authored and integrated character shaders and VFX, resolving issues with character shading in lightmapped environments.
- Crafted UI effects for character health bars, enhancing gameplay clarity and immersion.

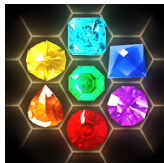
- Utilized Profile Analyzer to identify performance bottlenecks, contributing to the optimization of the game's performance.
- Created Ai behavior for archer bots, using behavior trees.
- Fine-tuned precision problems with physics and prediction of grenade throwing.



Freelance: [Sleep With Me](#) (2020)

Freelance Unity Developer

- Developed a comprehensive app localization system.
- Integrated referral system Branch.io.



Freelance: [HoneyMatch](#) (2019-2020)

Freelance Unity Developer

- Managed **end-to-end development** of a Unity project, including deployment, and content creation.
- Integrated Firebase Analytics and In-app Purchases.



Game Level Designer, Lead and Director (2009-2018)

Companies: SteelMonkeys, Wargaming, IgroTek.

Projects: World Of Tanks, [Post apocalyptic Mayhem](#), [2 days to Vegas](#)

- Established a game design **map development pipeline**, encompassing testing, iteration, and rework based on feedback, resulting in streamlined map creation and improved quality.
- Advocated for and **wrote technical requirements** for essential design department tools, enhancing landscape editing capabilities and overall design efficiency.
- Authored comprehensive map documentation, providing a robust guide for artists and facilitating interdisciplinary collaboration.
- Developed a WorldMachine scripts combining to combine game design and artwork requirements.
- Fostered a strong relationship with the Business Intelligence department to facilitate data analysis of production maps, leading to **data-driven design decisions**.
- Conducted thorough data visualizations and crafted engaging presentations to share gained data insights throughout the company.

- Underwent **Leadership DDI Training** to enhance communication skills, furthering the development of effective team dynamics and productive interdisciplinary communication.

Certifications

- [Udemy: Product Owner Fundamentals](#)
 - [English level C2 Proficient](#)
 - DDI: Development of Outstanding Leaders
 - [Coursera: Simulation and Modelling of Natural Processes](#)
 - [Coursera: Model Based Systems Engineering](#)
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Additional Projects and highlights

Increasing Image Resolution (Python + GPU, 2019)

Developed a project to upscale sprites for older games using raw math and CUDA processing. This allowed testing the hypothesis that it is possible to have a deterministic system that can learn on a restricted set of data and still produce viable results.

[Network Painting Tool](#) (QT, C++, 2012-2024)

Developed a multi-threaded network painting tool with Tcp/Ip, Scanline rendering, and Wacom tablet support.

[N-Body simulation using compute shaders](#) (Unity + GPU, 2020)

Utilized parallel GPU calculations to simulate up to 8k particles with mutual gravity.

[Accurate single-step sky shader](#) (Unity, 2020)

Used simplified integrations to devise a formula for sky shading that is accurate and fast at the same time, compared to regular ray-marching approaches. This shader can be used on mobile devices or other limited hardware.

[Avalanche keyboard layout generator](#) (C#, 2022)

Used Plinq and combinatorics to find the best possible layout combination for a custom split keyboard based on C# text data, which i use now to improve personal typing experience.

Education

- Minsk Radio Technical College: Programmer and Teacher in C++, Pascal, Lisp (2009)

Skills and Toolset

Programming and data:

CSharp, Git, Shaderlab, Python, Batch scripting, Docker scripting, Tableau data visualization, Mathcad, Geogebra.

Unity:

Unitask, Zenject, Dotween, UniRx, URP, SRP, Cinemachine, UGUI, Editor scripting, Android and WebGL plugin integration.

Management:

Jira, Confluence, MsProject planning, MD documentation, CPM, DDI Leadership, Scrum + Agile, Requirement analysis, Stakeholder management, Long term planning, Forming vision for product parts.

Content Creation:

Blender, 3dsMax, Vray, Photoshop, SoundForge, Inkscape, WorldMachine, FruityLoops