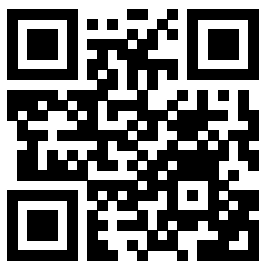
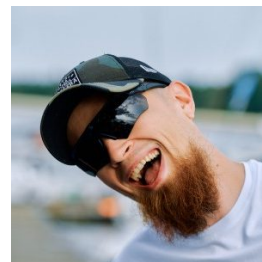


Kirill Buhalov — Unity Developer, Team Lead



Senior
Belarus
4 000 \$ (дол/мес)
Полная занятость
Удаленная работа
Релокация
Контакт: geeklink.io/cv-121909



Навыки

C#, ECS, Git, Mobile Game Development, Team Leader, Unity.

Опыт работы

• Reef Games

03.2021 - 02.2025 - Unity Developer, Team Leader

Development of a mobile games for iOS and Android: Fable Town.

Role: developer

Activity: architecture design, development, team work planning, code review, implementation of development processes

Technologies and features: Unity3d, ECS

Key features: implement new game features, adjusting of the application development processes, team management, planning, Unity UI, recruiting

• Heyworks

05.2019 - 02.2021 - Unity3D Developer

Development of a mobile games for iOS and Android.

Role: team lead, developer

Activity: architecture design, development, team work planning, code review, team work optimization, implementation of development processes

Technologies and features: Unity3d, TeamCity, Roslyn, StyleCop, ReSharper, MongoDB

Key features: adjusting of the application development processes, team management, planning, CI integration, unit tests, ECS, Unity UI

• EGO Creative Innovations

04.2018 - 04.2019 - Lead Technical Specialist, Xamarin

Development of a mobile client electronic medication administration system <https://centralreach.com/>.

Role: developer, tech lead

Activity: architecture design, development, team work planning, code review, working with customer, team work optimization, implementation of development processes

Technologies and features: Xamarin.iOS, Xamarin.Android, ServiceStack, TeamCity, Roslyn, StyleCop

Key features: adjusting of the enterprise application development processes, code generation, CI integration, unit tests

• Productive Edge

11.2017 - 02.2018 - Xamarin Developer

Development of a mobile client electronic medication administration system <http://www.extendedcarepro.com/>.
Role: developer, tech couch
Activity: development of mobile application. Couch the customer's team to work with Xamarin.Forms
Technologies and features: Xamarin.Forms, UWP
Key features: experience in couching

- **CTDev**

11.2016 - 10.2017 - Mobile Developer (Xamarin)

Maintenance and development of new functionality for the mobile client <http://infofolio.co/>
Role: developer
Project: Infofolio
Activity: development and maintenance of mobile application.
Technologies and frameworks. Xamarin.iOS, TeamCity, Upsource
Key features: big enterprise solution, big team, unit tests, CI

- **DreamTeam Mobile**

06.2015 - 10.2016 - Mobile developer (Xamarin, Unity, UWP)

Development and support of own mobile application development framework(Xamarin + MVVMCross). Application development.
Projects: Simple Latitude, TaxiGorod, SynergySports Companion, ParkDC, ManageBridge, Martian Crush, SnowTrax
Role: developer
Activity: development and maintenance of mobile applications.
Technologies and frameworks: Xamarin.iOS, Xamarin.Android, Xamarin.Forms, UWP, Unity, MVVMCross
Key features: improving technical skill, "one man team" development, remote work, the first experience in Unity3D

- **Axygens**

09.2014 - 05.2015 - Mobile Developer

Design and development of a mobile time tracking client for MS Dynamics AX solution.
Projects: Time is Money (TiM)
Role: developer, team lead
Activity: technology selection, architecture design, development, team work planning, code review, working with customer.
Technologies and frameworks: Xamarin.iOS, Xamarin.Android, Windows Phone 8 SDK
Key features: experience with Xamarin Framework, understanding how to plan work for team and yourself

- **XIM**

01.2012 - 04.2013 - Mobile Developer

Development and maintenance of gaming applications for the following platforms: Windows Phone 7, Windows 8
Projects : Ape The Wall, Pandas vs Ninjas, Bubble Birds, BombIt, Magic Puzzles
Role: developer
Activity: developing new applications from idea to release. Support and development of existing projects of the company.
Technologies and frameworks: XNA Framework, FarseerPhysics Engine, DirectX (SharpDX)
Key features: experience in industrial programming, understanding development process from idea to store

Образование

- **Applied Mathematics and Programming**

Gomel'ski Dzaržauny Universitet imja Franciska Skarany
2012

Обо мне

About Me

I am a highly experienced Unity3D developer and team lead with over 11 years in software development, specializing in mobile game development. My professional background includes:

- Developing and releasing games for iOS and Android platforms using Unity3D
- Leading teams of up to 10 people, including recruitment, onboarding, performance assessment, and individual growth planning
- Designing game architectures, implementing new features, and optimizing development workflows
- Managing client-server interaction
- Establishing efficient cross-department collaboration
- Working with tools and technologies such as Unity3D, C#, ECS, Photon, Git, TeamCity, Jenkins, MongoDB, and more
- Exploring new technologies, including Unreal Engine, to expand my skill set

What I'm Looking For

I am seeking a full-time, long-term position in the gaming industry with the following key expectations:

- *Game Development:* Involvement in projects of any genre or type, where I can contribute my expertise in Unity3D and game development processes
- *Role Flexibility:* Open to positions as a Unity Developer or Team Lead, enjoying both technical and managerial responsibilities
- *Work Setup:* Based in Belarus, I am available for remote opportunities worldwide or on-site work in Minsk

I am passionate about delivering high-quality games and collaborating with teams to create unique and engaging experiences.