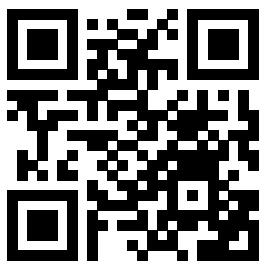
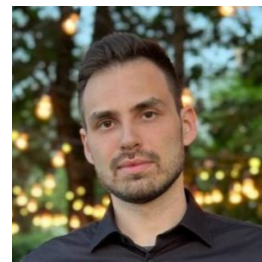


Ruslan Karimov — Unity Developer



Team Lead
Россия
3 500 \$ (дол/мес)
Временная работа | Полная занятость | Фриланс |
Частичная занятость
Удаленная работа
Контакт: geeklink.io/cv-127123



Навыки

Addressables, Adjust, Admob, AppLovin, DevToDev, DOTween, Firebase, IronSource, UniRx, UniTask, VContainer, Zenject.

Опыт работы

- **Донской филиал Центра Тренажёростроения**

September 2016 — July 2018 - Developer

Developing an application on Windows Forms.

- **Intellectika**

July 2018 — May 2021 - Developer

Started as a FullStack Web developer, then moved into the Unity direction. Developed a desktop 3D digital twin of enterprises. Worked on UI and

Camera Control. Made a camera controller like in Google Earth. Translated the project from UGUI to UI Toolkit. Also did a major project with dashboards for PC and IOS tablets. Financial information and lots of charts.

- **Hotger**

May 2021 — May 2023 - Middle Unity developer

Participated in the development of 2D midcore action RPG with roguelike elements. Worked on core mechanics. Then worked on adding analytics and

advertising SDKs to another project. Toward the end of the cooperation I combined work with PM position — prepared reports, participated in planning.

- **High Ground Technology**

May 2023 — May 2024 - Senior Unity Developer

Developed a prototype puzzle game from scratch. Reported to a foreign customer. When the project team was expanded, he moved to the position

of lead. He boarded other developers for the project. Then he picked up two developers for RnD projects. Supervised the development of several projects, participated in the formation of sprints and estimation of tasks.

- **ROOT CODE GAMES**

May 2024 — December 2024 - Lead Unity Developer

Needed to finalize a 3D merge project. I was fully responsible for the development department, planning deadlines and distributing tasks. Helped

to set up processes, trained employees. We delivered the merge project, after that I helped a little with the novela.

- **Sociaro Games**

January 2025 — Present - Lead Unity Developer

Supervised a development department of three programmers. Conducted interviews. Helped build development processes. Evaluated short and long term project objectives, built architecture. Worked closely with all departments. Responsibility for the final result.

Образование

- **Программная Инженерия**

ЮРГПУ (НПИ) им. М. И. Платова
2012/2018

Обо мне

У меня больше 8 лет опыта программирования. Основное направление - игры на Unity. Могу создать прототип с нуля или доработать легаси. Соберу отдел разработки, обучу сотрудников, сформирую эффективные рабочие процессы. Полностью отвечаю за разработку проектов, в которых участвую.