Evgeny Mandrykin



Senior Unity Developer | C# Developer

Novosibirsk

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ABOUT

Main experience and specialization

12 years of commercial experience in mobile F2P, Steam, LiveOps, SDK integrations, and production application optimization. Shipped projects from prototype to release; developed game mechanics, client-server events, content-delivery solutions, and internal tools. Experienced in leading a small team: release planning, code review, and architectural decisions. Comfortable working both as part of a team and as a solo developer.

Strong areas

Unity Mobile; LiveOps events; Legacy support; Build/performance optimization; Rapid prototype-to-production delivery

SKILLS

Core: Unity, C#, SOLID, DI, async/await, UniTask, R3/UniRx
Architecture: Zenject, VContainer, modular packages, reusable systems
Mobile & Release: iOS, Android, Xcode, Android Studio, Git, App Store / Google Play releases
Content & Delivery: Addressables, AssetBundles, Unity CCD, LiveOps
SDK & Analytics: Firebase, AppMetrica, Amplitude, AppsFlyer, Facebook SDK, AppLovin MAX, AdMob, Adjust
Gameplay/UI: DOTween, Spine, Unity Animator, Yarn Spinner

WORK EXPERIENCE

TapEmpire, Remote - Senior Unity Developer

JULY 2024 - JULY 2026

Key projects:

- Word Merge - puzzle hybrid-casual game, iOS/Android
- I Am Goose - 3D simulator, iOS/Android
- Street Champions Car Racing 3D - experimental 3D deck building race game

Responsibilities:

- Own the development of mobile Unity projects from prototype to production release on iOS/Android: architecture, core gameplay, SDK integrations, and LiveOps preparation.
- Design and implement game mechanics, in-game events, UI flow, and reusable modules that accelerate new feature development.
- Maintain existing applications: feature development, UX improvements, production fixes, SDK updates, and adaptation to platform requirements.
- Integrate analytics and monetization SDKs: AppMetrica, AppLovin MAX, AdMob, and others.

Achievements:

- Brought I Am Goose from prototype to production release on iOS/Android in 12 weeks, owning core gameplay architecture, SDKs, the release build, and LiveOps preparation.
- Prepared the project's technical foundation for future updates: gameplay systems, analytics, ad monetization, and the release pipeline.
- Redesigned onboarding, the core loop, and UI flow in existing applications based on feedback and analytics, improving key metrics.

Undead Fox, Remote - Middle Unity Developer

JULY 2023 - JUNE 2024

Key projects:

- Dark Lord - midcore card game, Steam
- Where's Tess? - visual novel, iOS/Android

Responsibilities:

- Maintained and developed Unity project code: gameplay systems, UI, content features, production fixes, and optimization.
- Developed UGC functionality for Dark Lord using Unity UGC.
- Optimized content loading and client size for Where's Tess? with Unity Addressables and Unity CCD.
- Handled UI refactoring, SDK integrations, optimization, and technical support for mobile releases.
- Led a small Unity team: version planning, task distribution, code review, and release quality control.

Achievements:

- Optimized Where's Tess? through Addressables/CCD and UI redesign: reduced client size, improved application stability, and prepared the project for future LiveOps updates.
- Developed UGC functionality for Dark Lord with Unity UGC, expanding user-generated content capabilities and post-release support.
- Prepared the gameplay/UI portion of the Dark Lord demo for Steam festivals and contributed to the game's Steam release.
- Maintained a regular release process within a small Unity team through task planning, code review, and quality control.

Dankolab, Novosibirsk - Middle+ Unity Developer

JULY 2018 - JULY 2023

Key projects:

- Interior Story - match-3 + home design, iOS/Android
- Aquapark Tycoon - idle simulator, iOS/Android
- Solitaire House Design & Cards - Android
- TV Show: Design & Match 3 Game - iOS

Responsibilities:

- Developed and supported mobile F2P Unity projects for iOS/Android: match-3, idle, home design, in-game events, and LiveOps activities.
- Planned gameplay/UI architecture and implemented core gameplay, client-server events, and reusable mechanics.
- Developed internal tools and modular packages that accelerated new feature creation and enabled solution reuse across projects.
- Integrated analytics, advertising, and monetization SDKs: Facebook SDK, Firebase, Amplitude, AppsFlyer, AppLovin, Adjust, and others.
- Worked with AssetBundles/Addressables and optimized content loading, client size, performance, and memory consumption.
- Led a small Unity team: version planning, task distribution, code review, and regular release scheduling.

Achievements:

- Developed and provided long-term support for major mobile F2P projects Interior Story and TV Show, including regular updates, LiveOps activities, and production support.
- Built a set of reusable game mechanics and technical solutions for Interior Story that were later reused in other company projects.
- Served as lead developer on Aquapark Tycoon and carried the project through the full development cycle from prototype to release.
- Established a working process within a small Unity team: version planning, task decomposition, code review, and release quality control.

Shark Develop, Novosibirsk - C# Developer

JUNE 2015 - APRIL 2018

Developed cross-platform mobile applications with Xamarin, Windows/UWP applications, and ASP.NET solutions. Designed and shipped 10+ applications and contributed to mobile services for major clients, including Litres and MyBook.

Academ Media, Novosibirsk - Junior Unity Developer

APRIL 2014 - JUNE 2015

Developed and ported Unity projects to Android/iOS/Windows Phone, integrated analytics, advertising, and in-app purchase SDKs, and helped prepare mobile releases.

EDUCATION

NSTU, Novosibirsk - Bachelor's degree

SEPTEMBER 2009 - JULY 2013

Completed a degree at the Faculty of Automation and Computer Engineering, Department of Computer Engineering.