



Mykola Shtanchenko

Unity Developer

CONTACT

PHONE

+38(099) 647 23 63

EMAIL

shtanchenko.unity@gmail.com

ADDRESS

Kyiv, Ukraine

EXPERTISE

Unity & C#

Rider | Visual Studio

GitHub | GitLab

Xcode | Android Studio

Figma | Blender

Jira | Trello | JB Space

Slack | Discord

EDUCATION

2020

Specialty: Unity3D

Certificate of Completion: 5010116001

2019

Specialty: C#

Certificate of Completion: 1210512010

2012

Diploma of Specialist

HK 43466249

LANGUAGES

Ukrainian - Native

Russian - Fluent

English - Intermediate (B1)

SKILLS

iOS | Android | PC | WebGL | Zenject | UniTask | REST API | UniWebView5 | MySQL/PostgreSQL | In-App Purchase | Firebase | Google Ads | AppsFlyer | Addressables | Unity Networking | AWS/Dropbox/Firebase Storage | DOTween | LeanTween | UniRx | VFX | SFX | Figma | 2D/3D Art | Photon | Dreamteck Spline | Cinemachine | Performance Optimization | Animation Rigging | Spine Animation | FMOD | Localization

EXPERIENCE

iOS Mobile Utilities Developer

2025 - Present

Independent / Project-based development

- Full-cycle development of iOS mobile utilities, from technical requirements and product logic to release preparation.
- Prepared specifications, feature scope, UI flow, build configuration, release assets, and App Store metadata.
- Implemented features, tested builds, fixed issues, and handled App Store submission and review iterations.

Senior Unity Developer

2024 - 2025

Company | Traffle Marketing Agency

- Added required SDKs, worked with WebView, and integrated In-App Purchase, AppsFlyer analytics, and remote settings via Unity Remote.
- Performed final refactoring, bug fixing, and app optimization after core development.
- Prepared projects for publication on iOS, Android, and WebGL platforms.

Middle Unity Developer

2024 - 2024

Company | NoNameDigital

- Developed and implemented game functionality, customized adaptive UI, and prepared builds for App Store and Google Play publication.
- Integrated and configured advertising, game stores, and in-app purchases, including subscriptions.
- Optimized performance, fixed bugs, and supported finished applications.

Middle Unity Developer

2023 - 2024

Company | Yaremchuk

- Developed and implemented game functionality in a team from scratch to release.
- Worked with MySQL databases, Addressables, HDRP, and URP settings for PC and mobile versions.
- Created and configured purchase and subscription mechanisms, optimized performance, fixed bugs, and prepared PC builds for Steam and mobile builds for Google Play.

Middle Unity Developer

2021 - 2023

Company | Wouff / AppCake

- Developed and implemented mobile app functionality from scratch to successful release.
- Integrated and configured data storage using AWS, Firebase, and Dropbox services.
- Created purchase and subscription mechanisms, optimized app performance, fixed errors, assembled iOS and Android builds, and published them in the App Store and Google Play.