

# Dmitry Titov

Unity Developer

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Date of Birth: 03-17-2001

## Professional Summary

Lead Unity Developer with 6+ years of experience creating and scaling games from prototype to release. Skilled in Unity architecture, performance optimization, LiveOps, mobile development, and technical leadership. Experienced in building scalable systems, improving production pipelines, mentoring developers, and delivering polished cross-platform experiences.

## Experience

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| NETBRO GAMES                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Lead Unity Developer   | September 2023 to Present   |
| <ul style="list-style-type: none"><li>Owned the full lifecycle of a live mobile game with 100K+ downloads, from architecture and release to long-term live operations.</li><li>Established scalable technical solutions for monetization, cloud services, analytics, remote configuration, and third-party integrations.</li><li>Drove performance, stability, and delivery improvements, reducing build size by 74% and maintaining &lt;0.3% crash rate.</li><li>Developed internal tools and production pipelines that significantly increased content creation efficiency.</li><li>Provided technical leadership across mobile platforms, release management, and product evolution through continuous updates and optimization.</li></ul> |                        |                             |
| SunLab Ltd                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Unity Developer        | June 2021 to September 2023 |
| <ul style="list-style-type: none"><li>Built multiplayer games using Mirror Networking, dedicated servers, and client-server architecture.</li><li>Developed complex procedural systems, including Wave Function Collapse, voxel worlds, and 3D level generation algorithms.</li><li>Delivered a WebGL metaverse with real-time synchronization, authentication, and NFT asset support.</li><li>Optimized browser and multiplayer performance through asynchronous asset loading and network traffic reduction.</li><li>Mentored junior developers, conducting architecture reviews and promoting design patterns (MVC, MVVM, Observer, State).</li></ul>                                                                                      |                        |                             |
| Pair of Slippers                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Junior Unity Developer | April 2020 to June 2021     |
| <ul style="list-style-type: none"><li>Built 20+ Unity projects from prototype to release for Android, iOS, and PC.</li><li>Developed scalable, modular architectures (UI, inventory, progression, economy, third-party SDKs).</li><li>Optimized games for mobile devices using Object Pooling, Addressables, Unity Profiler, and GC optimization.</li><li>Implemented advanced gameplay systems, including AI, procedural voxel generation, and AR experiences.</li><li>Managed the full development lifecycle, from prototyping and production to publishing and post-release support.</li></ul>                                                                                                                                             |                        |                             |

## Education

Bachelor of Science (B.S.): Radio Engineering, June 2023  
Peter the Great St. Petersburg Polytechnic University • St. Petersburg

## Skills

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| <ul style="list-style-type: none"><li><b>Technical Leadership &amp; Team Mentoring</b> — technical decisions, code reviews, and developer mentoring.</li><li><b>End-to-End Game Development</b> — full cycle development from prototype to release and LiveOps.</li><li><b>LiveOps &amp; Remote Configuration</b> — live updates, A/B testing, and dynamic content management.</li><li><b>Mobile Development (Android &amp; iOS)</b> — cross-platform development, optimization, and releases.</li></ul> | <ul style="list-style-type: none"><li><b>Scalable Unity Architecture</b> — modular, maintainable systems and clean architecture.</li><li><b>Performance &amp; Memory Optimization</b> — FPS, memory, loading times, and build size optimization.</li><li><b>Unity Editor Tools &amp; Workflow Automation</b> — custom tools and production pipeline improvements.</li><li><b>Third-Party SDK &amp; Cloud Integration</b> — Firebase, analytics, IAP, ads, and cloud services.</li></ul> |
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## Languages

- English - Conversational
- Russian — Native