



Bondarev Nikolay

Male, 35 years, born on 1990

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Location: Montenegro, Budva

Citizenship: Russia

Willing to relocate: Europe, USA, Canada, New Zealand

Unity Developer

Software engineer with over 10 years of experience in mobile and game development. Specializing in Unity and C#, contributed to projects with a combined audience exceeding 100 million players. Deeply involved in developing game mechanics, data storage systems, and internal tools. Seeking opportunities to focus on technical development without managerial responsibilities—emphasizing quality, architecture, and user experience.

Technical Skills

- **Programming Languages:** C#, Kotlin, Python, Java, ActionScript
- **Game Engines & Tools:** Unity, Unity Timeline, Shader Graph, Addressables, ML Agents
- **Web & UI:** React, HTML5
- **Backend & Databases:** REST API, server-side logic in Python and Kotlin, MongoDB, Redis
- **CI/CD & DevOps:** Git, GitLab CI, Jenkins, TeamCity, build automation, pipeline implementation
- **Design & Maintenance:** Game mechanics architecture, optimization, scalable data storage systems
- **Project Management Tools:** Jira, Confluence, Trello, Asana

Professional Experience

2019-2025

6 years

Belka Games

Senior software engineer

<https://belka-games.com>

- Developed game core mechanics and internal tools for the "Clockmaker" project.
- Designed a scalable level storage system.
- Created a custom binary format: 9x smaller in size, significantly more memory-efficient, and hundreds of times faster in processing.
- Developed an AI tool to assess level difficulty through automated playtesting.
- Stack: C#, Unity, Python, ActionScript, Java

2017	Alternativa Platform	https://alternativa.games
1 year	Software engineer	
	<ul style="list-style-type: none"> • Migrated the "Tanki Online" project from Flash to HTML5. • Developed a tool to translate AS3 to Kotlin for JS compilation. • Implemented Flash coordinate metric logic for accurate UI rendering in the DOM. • Stack: Kotlin, Java, React, HTML5 	
2012-2013	Ximad	https://zimad.com
2014-2015	Senior software engineer	
2 years	<ul style="list-style-type: none"> • Led web version development for Magic Jigsaw Puzzles • Introduced CI practices for increased build reliability • Oversaw task delegation and team onboarding • Tech: ActionScript, Python 	
2013-2014	ITECH.group	https://itech-group.ru
1 year	Software engineer	
	<ul style="list-style-type: none"> • Led the development team within the project: task planning and delegation. • Worked on Ghost Tales and Detective Tales (Facebook, VK, OK) • Maintained and optimized legacy front-end • Tech: ActionScript, Python 	

Education & Early Career

2010-2011	Drimmi	
1 year	Junior Software engineer	
	<ul style="list-style-type: none"> • Developed social games (Legorod, Mafia) integrated with Facebook, VK, OK, Nasza Klasa • Tech: ActionScript. 	
2009-2011	Povolzhskiy State University of Telecommunications and Informatics	https://psuti.ru
3 years	Engineer (Incomplete)	
	Focus: Faculty of Telecommunications and Radio Engineering	