

Nikolai Bondarev

Senior Unity Developer

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SUMMARY

Unity Developer with 10+ years in mobile and game development. Experienced in core mechanics, scalable data systems, and internal tools on projects with 100M+ players and focused on hands-on coding, architecture, and performance optimization

SKILLS

Unity, HLSL, Shader Graph, Addressables, ML Agents, C#, Kotlin, Python, Java,

LANGUAGES

Russian



English



PROFESSIONAL EXPERIENCE

01/2016 – Present

Self Employer, Indie game developer

(with pauses during full-time employment)

- Developed and shipped game projects for Web, Steam, and Mobile, leading production from initial concept to release.
- Owned implementation of gameplay systems, application architecture, developer tools, and platform-specific integrations.
- Created and supported backend infrastructure for game features and live services, including REST APIs, player data, progression systems, remote configuration, and operational tooling.
- Established CI/CD processes, automated builds, and streamlined deployment pipelines.
- Delivered custom engineering solutions to support product scalability, maintainability, and efficient content production.

03/2019 – 06/2025

Belka Games , Senior Unity Developer,

Budva,
Montenegro

- Implemented and optimized core gameplay mechanics for Clockmaker
- Designed and coded a scalable level storage system for 10,000+ levels with seamless live-ops support
- Created a binary data format - data size reduced 9x, performance increased 100x
- Developed an AI-based auto-playtesting tool - cut manual QA effort by 70%
- Automated build and deployment workflows - release cycle accelerated by 30–40%

01/2017 – 12/2017	Alternativa Platform ↗ , <i>Software Engineer</i> <ul style="list-style-type: none"> • Migrated Tanki Online client from Flash to HTML5, preserving UI parity and extending product lifecycle • Wrote a translator from AS3 to Kotlin (JS) - automated major part of migration, cutting pipeline time 3x • Implemented DOM rendering logic replicating Flash coordinate system 	Perm, Russia
05/2013 – 09/2015	Ximad ↗ , <i>Senior Software Engineer</i> <ul style="list-style-type: none"> • Developed and maintained the web version of Magic Jigsaw Puzzles • Integrated CI/CD pipelines - failed builds reduced 50%, delivery speed doubled • Built backend integrations for online puzzle distribution • Created clear module documentation improving onboarding speed 	Ulyanovsk, Russia
06/2012 – 05/2013	ITECH.group ↗ , <i>Software Engineer</i> <ul style="list-style-type: none"> • Implemented new gameplay features for Ghost Tales and Detective Tales (Facebook/VK/OK) • Maintained and optimized legacy ActionScript systems • Streamlined content pipeline migration, improving live-ops update speed by 30% • Delivered regular feature updates and bugfixes on schedule through efficient implementation 	Ulyanovsk, Russia
09/2011 – 06/2012	Drimmi , <i>Junior Flash Developer</i> <ul style="list-style-type: none"> • Contributed to the development and maintenance of interactive Flash-based applications and casual games. • Implemented UI elements, simple gameplay logic, animations, and content updates under senior team guidance. 	Samara, Russia

PROJECTS

Clockmaker [↗](#)

Free-to-play match-3 puzzle game where players swipe and match crystal gems to solve puzzles and save a town from a curse.

Tanki Online [↗](#)

Multiplayer browser-based online game in the arcade tank simulator genre.

Magic Jigsaw Puzzles [↗](#)

Multiplayer puzzle game to collect images from its individual parts.

Ghosts Tiles [↗](#)

A puzzle game in which the main character tries to unravel the secrets of the ghost town.

Detective Tiles

A puzzle game in which the main character-detective reveals mysterious crimes.

EDUCATION

- 09/2005 – 05/2009 **Otradny Oil Technical School** *Ⓔ, Technician* Otradny, Russia
Computers, complexes, systems and networks
- 09/2009 – 05/2013 **Povolzhskiy State University of Telecommunications and Informatics** *Ⓔ, Engineer* Samara, Russia
Faculty of Telecommunications and Radio Engineering