

Egor Iakovlev

Gameplay Engineer / Unity Developer | Mobile Games | UI & Game Logic | Optimization | AI Workflow Remote |
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PROFILE

Unity Gameplay Developer with 2+ years of commercial experience, focused on gameplay logic, complex in-game UI, mobile optimization, and live feature development. Built and supported production Unity projects including a 13M+ install voxel sandbox/FPS title and a 1M+ install Photon sandbox. Strong in end-to-end feature ownership, Android/iOS production, AI-assisted workflows, and ready to transition from Unity/C# to a proprietary C++ engine.

KEY PRODUCTION PROJECTS

- Nextbots in Playground: Pixel** - live voxel sandbox/FPS title with destructible physics and 13M+ installs. Built most Unity-side systems from scratch as the primary developer: core gameplay, voxel destruction, weapons/shooting, enemy behaviour, VFX, mobile controls/UI, SDKs, testing, builds, and release support.
- Universe Playground Games** - Photon-based multiplayer/single-player sandbox with 1M+ installs. Joined after initial development and helped scale maps, game modes, multiplayer logic, skin purchases, emotes/animations, player interaction/combat, singleplayer-multiplayer flows, optimization, and live updates.

SKILLS

- Gameplay engineering:** Unity, C#, gameplay logic, feature implementation, weapons/combat, enemy behaviour, physics interactions, mobile controls, DOTween, Spine.
- Complex in-game UI:** Adaptive windows, HUDs, menus, popups, scrollable content, shops/purchase flows, subscriptions/IAP, visual feedback, UI optimization.
- Mobile production & optimization:** Android/iOS builds, Google Play/App Store release prep, Unity Profiler, memory/cache, mesh rebuilding, physics/VFX optimization, FPS/build-size improvements.
- AI-assisted engineering:** Codex/LLMs for task decomposition, codebase navigation, implementation planning, debugging, refactoring, documentation, and review checklists; outputs validated through builds, manual testing, and profiling.
- Architecture/tools:** SOLID, Zenject, Git, URP, WebGL, Photon, native iOS dialogs, WebView, Blender basics, C++ basics / strengthening C++17/20, Addressables.
- SDKs/monetization:** AppLovin MAX, AppsFlyer, AppMetrica, Firebase, Facebook SDK, ironSource, AdMob, Unity Ads, Yandex Ads, ROI360, IAP/subscriptions.

EMPLOYMENT HISTORY

HOOKAH GAMES - Unity Developer | February 2024 – Present

- Own end-to-end Unity-side feature development for live mobile sandbox games: gameplay logic, complex UI integration, testing, optimization, builds, and release support.
- Built most Unity-side systems for Nextbots in Playground: Pixel from scratch as the primary developer: destructible voxel gameplay, weapons/shooting, enemy behaviour, physics interactions, VFX, mobile controls/UI, and live updates.
- Reworked and optimized a voxel destruction package for mobile, tuning mesh rebuilding, caching, physics behaviour, effects, and memory usage; addressed performance bottlenecks and iOS RAM-limit issues.
- Developed Photon multiplayer features for Universe Playground Games: maps, modes, skin purchase flows, emotes/animation states, player interaction/combat logic, and singleplayer-multiplayer transitions.
- Applied AI-assisted workflows for task breakdown, implementation planning, debugging, refactoring ideas, and review preparation; validated results through builds, manual testing, and profiling.

Softintermob - Unity Developer | June 2023 - December 2023

- Built a Unity-based iOS application from scratch for mod-content management, including adaptive UI, application architecture, server/cloud file loading, native iOS dialogs, and download/import flows.
- Implemented complex UI flows: adaptive windows, scrollable content, purchase/subscription screens, IAP, ads/analytics integrations, UI optimization, and mobile performance fixes.
- Structured UI/application systems with reusable components and SOLID-oriented architecture to keep the app maintainable.

Independent / Freelance Unity Developer - Mobile Game Prototypes | August 2022 - December 2023

- Built complete 3D hyper-casual mobile prototypes from own concepts, client briefs, and publisher feedback, covering game logic, controls, UI, assets, SDKs, and test builds.
- Collaborated with mobile publishers including Moonee and Voodoo on concept validation, gameplay clarity, controls, and early retention hooks.
- Delivered Android/iOS test-ready MVPs under fast iteration cycles, handling gameplay, UI, light Blender/asset work, integration, and build preparation end-to-end.

EDUCATION & PROFESSIONAL DEVELOPMENT

Shoreline Community College, Seattle - Computer Science | September 2024 - June 2026

Previous coursework: Software Engineering at Turan University; Business Informatics at ITMO University

Professional development: Voodoo CPI Best Practices; Voodoo Optimizing Your Game Towards More Engagement

Languages: Russian - Native | English - B2+ / working proficiency; comfortable in English-speaking academic and team environments