

Dmytro Ilchenko

Senior Unity Developer

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SUMMARY

Unity developer with 12+ years of commercial game development experience across mobile and desktop platforms. Hands-on experience with ECS-based architecture, combat mechanics, VFX pipelines for art teams, and custom Unity Editor tooling. Experience leading a development team and building internal tooling that speeds up content production for art and design teams.

KEY SKILLS

Core & Architecture: Unity, C#, C++, .NET, .NET Core, ECS, Unity Physics, multithreading, OOP, SOLID, design patterns, refactoring

Reactive & Async: UniTask, R3, UniRx, ZLinq, ZLog

Graphics, VFX & Pipeline: Unity Editor tooling (Odin Inspector, IMGUI), VFX pipelines, node-based visual scripting, animation pipelines, Blender, Autodesk Fusion

UI: uGUI, NGUI, Doozy UI, MVVM/data binding

Performance: profiling and optimization (Memory Profiler, Frame Debugger), memory management, asset optimization

Platforms & APIs: mobile (iOS, Android), desktop (Windows, macOS), consoles (Xbox), FMOD, REST API, WebSockets

Tools & Scripting: WPF, TypeScript/JavaScript, Node.js, Three.js, unit testing

Environment: Git, SVN, GitHub, GitLab, Bitbucket, Jira, Docker

AI: AI-Driven SDLC, Claude Code, Codex, GitHub Copilot

PROFESSIONAL EXPERIENCE

Unity Developer — HitZone

Kraków, Poland | Oct 2022 – Sep 2026

Project: [Invokers: Titan Legacy](#) [\[video\]](#) — multi-platform online Action RPG, launched in July 2026 on iOS, Android and Desktop

- Developed core gameplay and combat mechanics using the ECS architecture.
- Designed and implemented a combat visual effects (VFX) management system.
- Built a VFX assembly and configuration pipeline for the art team, cutting effect creation time from several days to several hours and reducing developer involvement.
- Implemented a node-based visual scripting system for configuring and tuning character abilities, used to set up ~300 characters and ~1,000 abilities.
- Developed the meta-game layer using a state-management approach.
- Built UI components for the meta-game and battle HUD (uGUI).
- Built custom Unity Editor tools for configuring game entities (characters, VFX, SFX, animations) using IMGUI and Odin Inspector.
- Implemented camera control logic for battles and the campaign map.
- Maintained the FMOD sound system integration and implemented keyboard/gamepad input bindings.

Unity Developer — Room 8 Studio

Kharkiv, Ukraine | Feb 2021 – Oct 2022

- **Projects:**

1. NDA — restored an older project and delivered its Xbox port within ~6 months (the title also shipped on other console platforms and desktop)
 2. NDA — mobile English-learning game/app (iOS, Android)
- Contributed to a cross-platform online game project delivered across mobile and desktop platforms.
 - Led a team of 4 developers on a mobile English-learning game/app.
 - Built a custom MVVM/data-binding framework.

Unity Developer — Plarium

Kharkiv region, Ukraine | Apr 2014 – Jan 2021

- **Projects:**

1. [Raid: Shadow Legends](#) [\[video\]](#) (Android/iOS) — 100M+ downloads
 2. [Stormfall: Rise of Balur](#) [\[video\]](#) (Android/iOS) — 20M+ downloads
 3. [Nords: Heroes of the North](#) [\[video\]](#) (Android/iOS)
 4. [Soldier Inc: Mobile Warfare](#) [\[video\]](#) (Android/iOS) — 10M+ downloads
- Developed mobile clients for hardcore MMO RTS and Turn-Based RPG games using an in-house MVVM architecture and various UI approaches (NGUI, Unity UI).
 - Built internal development tools for the team (WPF, C#).
 - Stack: Unity, C#/.NET, WPF.

Took part in 4 game jams

EDUCATION

Kharkiv National University of Radio Electronics

Master's Degree, System Programming · 2010 – 2015

LANGUAGES

Ukrainian — Native | Russian — Native | English — B2 (Upper-Intermediate) | Polish — Basic (A1, learning)

Work eligibility: Ukrainian citizen based in Kraków — eligible to work in Poland, no visa sponsorship required