

Oleksandr Antonesku

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SUMMARY

Unity Developer with 3+ years of experience in mobile and PC projects.
Focused on gameplay architecture, combat systems, AI, and clean C# code.
Skilled in CI/CD automation (GitLab, Fastlane) and cross-platform builds for Android, iOS, and Windows.
Experienced with modular systems, performance optimisation, and data-driven design.
Dedicated to building scalable, maintainable, and production-ready gameplay solutions.

SKILLS

- Programming & Architecture: C#, OOP, SOLID, Zenject, ScriptableObject, State & Strategy patterns.
- Gameplay & Systems: Combat, AI, Navigation, Object Pooling, Data-driven logic.
- Build & Automation: Git, GitLab CI/CD, Fastlane, Gradle, Xcode.
- UI & UX: Canvas UI, World-space UI, DOTween.
- Tools & SDKs: GameAnalytics, AppsFlyer, CAS.
- Visuals: URP/Built-in, Particles/VFX, Blender, MagicaVoxel.
- Development & Collaboration: Debugging, profiling, code refactoring, Git workflows, documentation, teamwork, and iterative development processes.
- Languages: Ukrainian (native), Russian (fluent), English (intermediate).

WORK EXPERIENCE

Happy Games

Dec 2024 - Aug 2025

Unity Developer · Tools & Systems

Remote

- Developed shared gameplay systems and tools that were used simultaneously across multiple projects, improving consistency and reducing duplicate work.
- Built and maintained a custom Unity framework with reusable architecture, asset structure, and coding standards.
- Created internal technical documentation (pipelines, submodule setup, project structure, build guidelines) to support team workflows.
- Set up and managed GitLab CI/CD pipelines for Android, iOS, and Windows builds, including automation of publishing steps.
- Implemented build automation using Fastlane, Gulp, Gradle and Xcode tools.
- Worked on gameplay features and UI across several interactive children's mini-games and prototypes.
- Integrated analytics and SDKs such as GameAnalytics and AppsFlyer into multiple projects.
- Collaborated with designers and developers to maintain clean architecture and ensure project stability.
- Assisted in migrating projects to Git submodules and unifying asset workflows.

Play Drop

Aug 2023 - Feb 2024

Unity Gameplay Developer

Remote

- Built a modular gameplay architecture using Strategy, State and ScriptableObject-based patterns, structured with Zenject dependency injection, allowing flexible configuration of gameplay behaviours and expandable feature sets.
- Developed a complex modifier & effect system using event-driven logic, data-driven rule configuration and clean separation of concerns, supporting stacking behaviour, conditional interactions and timed effects.
- Implemented an extensible projectile/interactions framework using object pooling, data-driven configs and modular movement logic, enabling multiple interaction types while maintaining mobile-friendly performance.
- Created configurable enemy behaviours using state machines, ScriptableObject parameters and service-oriented architecture, improving reusability and iteration speed during development.
- Optimised core gameplay loops using pooling, cached dependencies, profiling tools and GC allocation reduction, ensuring stable performance on mobile and mid-range devices.

PROJECTS

Projects and playable builds available at:

- Website: <https://antoneskuoleksandr.wixsite.com/ao-games>

EDUCATION

Chernivtsi Polytechnic College

Software Development (C++) - Coursework: algorithms, data structures, software design - 1 year completed

Sep 2021 - Sep 2022

GPA: 5.0/5.0