



Vsevolod Kosarev

Unity C# Developer

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SUMMARY

Software engineer specializing in game development with Unity, with 5+ years of commercial experience. Shipped Midcore, Casual and Hyper-Casual titles to mobile, Desktop, console and WebGL platforms. Strong in cross-project architecture, platform porting, Unity Editor tooling and CI/CD, with experience leading small development teams.

SKILLS

Game development: Unity, ECS, Android SDK

Languages: C#, Python, Golang, SQL

Backend: ASP.NET, Web API

Engineering practices: OOP, SOLID, Git, CI/CD, Teamwork

AI tooling: Claude Code CLI/Desktop, MCP, Skills

EXPERIENCE

Unity Developer

Matryoshka Games

May 2024 — Present

Serbia (on-site, May 2026)

Projects: Royal Cooking ([Android](#), [iOS](#)) · Cooking Craze ([Android](#), [iOS](#))

- Adapted a portrait-only title to landscape — reworked every game scene and rebuilt the UI layout
- Added full input support for Desktop and consoles (gamepad and keyboard navigation)
- Ported and released the game on alternative stores: Huawei App Gallery, Xiaomi GetApps, vivo App Store, OPPO App Market, Samsung Galaxy Store and RuStore
- Migrated the Microsoft Store build from UWP to Windows Standalone
- Built Unity Editor tools adopted by several company teams — sped up prefab and scene setup
- Optimized CI/CD logging for better build status tracking
- Refactored and optimized a 9-year-old legacy project

Responsibilities: Writing multi-project sub-modules; implementing new game mechanics; writing documentation; updating SDKs for different platforms; upgrading Unity versions; porting to mobile, Desktop and console platforms; building Unity Editor tooling for other teams; helping other developers with debugging and performance optimization; working with CI/CD pipelines; code optimization.

Unity Developer

MeTime Games

May 2021 — May 2024

Remote

- Released and developed two full-featured mobile projects from scratch
- Developed cross-project sub-modules: save system with local storage and NoSQL, localization system, internal config database with Google Sheets integration
- Implemented component system with switchable states and external triggers

Responsibilities: Developing projects for mobile and Desktop devices; creating reusable code base for different projects; leading development teams (up to 4 developers); providing technical support to artists and game designers; writing documentation; setting up and debugging project builds.

Unity Developer

Dorfer Games

January 2021 — September 2021

Remote

- Developed 7 hyper-casual game prototypes
- Developed procedural environment generators for quick level creation and population

Responsibilities: Developing games on Unity engine; developing game prototypes using internal SDKs.

EDUCATION

Master's Degree — Infocommunication Technologies and Communications Systems

2023 — 2026

Saint Petersburg National Research University of IT, Mechanics and Optics (ITMO)

Bachelor's Degree — Infocommunication Technologies and Communications Systems

2019 — 2023

Saint Petersburg National Research University of IT, Mechanics and Optics (ITMO)

LANGUAGES

Russian — Native · English — B2 (Upper-Intermediate) · Japanese — A1 (Beginner) · Serbian — A1 (Beginner)