Konstantin Vladimirov

Location: Europe

AVAILABLE ROLES

- Unity Engineer
- Senior Engineer
- Team Lead

CONTACT

Email: vlob@skyhaven.ru
Telegram: @vlob1
Linked-in: Profile
Portfolio: skyhaven.ru

SELECTED SKILLS

- Unity 2D/3D
- C#
- Node.js
- JavaScript
- Redis
- Docker
- GitLab CI
- 3D Model/Skin/Texture
- Lua
- TypeScript
- AI Prompt Engineering
- NextJS
- HTML/CSS
- PHP
- MongoDB
- MySQL/Postgres
- React

LANGUAGES

- Russian (native)
- English (A2~B1)

UNITY ENGINEER

SELECTED PROJECTS

Mobile PvP battler (solo)

- Architecture, development, maintenance, and evolution of the client-side of the project (Unity, ZJ, UniTask), including system logic, networking (HTTP + sockets), gameplay logic, UI, content building (Addressables), and more
- Architecture, development, maintenance, and evolution of the server-side infrastructure (Node.js, HTTP, sockets), including: Authorization service, Database services (Redis, MongoDB), Meta gameplay logic, Strategic mode service, Matchmaking service, Combat logic service, Back office tools
- 2D UI art, 3D modeling, texturing, skinning, animation, asset preparation, level design, and game design
- DevOps tasks and infrastructure support

Mobile real-time PvP action game (team)

- Support and development of the client application (Unity, ZJ, Spine), including system logic, networking (HTTP + sockets), gameplay logic, UI, optimization, and more
- Support and development of the server-side infrastructure (JavaScript, TypeScript, HTTP, sockets), including: Authorization and meta-game service, Battle mode service, Bot service, Back office tools
- Development management and team coordination
- DevOps tasks and infrastructure support

Multiple mobile games (10+) (team)

- Support and development of multiple game projects (Unity), including: match3 (single/networked), rouglike, hypercasual, runner, etc. Including system logic, networking, gameplay logic, UI, optimization, and more
- Development management and team coordination

Mobile real-time PvP fighting (team)

- Support and development of the client side (Lua, Defold, Spine), including interface improvements, system/network logic, and gameplay features
- Support and development of the server-side infrastructure (Node.js, TypeScript), including: Authorization and gameplay logic service

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SELECTED COMPANIES

- Nidelor
  (2024-2025)
- Logic Editor
  (2023-2024)
- Tamashi Games
  (2018-2025)
- Citadel Media
  (2009-2010)
- Step Creative Group
  (2006-2008)
- Skyhaven (own)
  (2004-2025)

EDUCATION

1995 - 2001
Moscow State Pedagogical University, Mathematics and Computer Science

- Master degree

AI-Assisted Collaborative Game Development Platform (team)

- Support and development of the frontend using Next.js, TypeScript, React, HTML, CSS
- Support and development of the backend, including work with database (Prisma ORM/Postgres), and REST API evolution
- Support and enhancement of the software suite, including development of LLM-related services, server-side APIs, and database integration
- Unification of logic for working with external and local LLM providers (OpenAI, Anthropic, Google, Groq, Fireworks, Ollama, etc.)
- Integration with external services (Redmine, GitLab, Confluence, Slack, Microsoft Teams, etc.), task queue systems (Jobs, Queue), and integration APIs
- Automation of unit test generation for Python projects using LLMs
- DevOps tasks and infrastructure support

Mobile real-time PvP battler (team)

- Support and development of the client-side application (JavaScript, Phaser 2/3), including UI configuration, system logic for backend interaction, and gameplay logic
- Support and development of the server-side infrastructure (Node.js, BullMQ), including: Authorization and meta-game service, Battle mode service, Tournament service, Back office tools

Mobile idle strategy game (team)

- Support and development of the client side (JavaScript, HTTP, CSS), including interface improvements, system logic, and gameplay features
- Support and development of the server-side infrastructure (Node.js), including: Authorization and gameplay logic service, Back office tools

Browser-based MMO game (solo)

- Architecture, development, maintenance, and enhancement of the client-side application (Flash)
- Architecture, development, maintenance, and enhancement of the server-side infrastructure (C#, sockets, PHP, HTTP), including: Authorization service, Logging service, Database service (MySQL), Gameplay logic service, Back office tools, Web service for handling external events (billing, in-game events, etc.)
- UI 2D art, 3D modeling, texturing, skinning, animation, asset preparation, level design, and game design
- Project operations and publishing activities