

Dementiy Besarab

Unity Developer | C# | Mobile Games | VR/XR | AI-Assisted Development

besarabdementij1@gmail.com | +380 50 887 12 60 | Lutsk, Ukraine | [linkedin.com/in/dementiy-besarab-6aa77a2a4](https://dementiy-besarab-vercel.app/)
Portfolio: <https://dementiy-besarab.vercel.app/>

PROFESSIONAL SUMMARY

Unity Developer with 3+ years of commercial and freelance experience developing mobile games, VR/XR projects, and interactive applications using Unity and C#. Experienced in building projects from prototype to release, including gameplay systems, UI implementation, mobile optimization, SDK integrations, analytics, monetization, and client-server features. Strong focus on clean architecture, SOLID principles, dependency injection, maintainable code, stable builds, and practical delivery.

AI-ASSISTED DEVELOPMENT

- Confidently use OpenAI Codex, Claude Code, ChatGPT, and similar AI tools for codebase analysis, debugging, refactoring, routine code generation, and architecture validation.
- Use AI as a technical teammate while keeping ownership of architecture, technical decisions, code quality, scalability, and final implementation review.
- Apply AI carefully in real Unity projects where issues can span UI, services, saves, events, game states, dependency injection, SDK behavior, and mobile performance constraints.

CORE SKILLS

C#	Unity 2D/3D	VR/XR Development	Android/iOS Builds
AI-Assisted Development	Architecture	SOLID	Zenject
UI Development	Performance Optimization	Game Testing	DOTween
Spine	Firebase	Game Analytics	AppMetrica
AdMob	Unity Ads	AppLovin	SDK/NDK Integration
Git	Client-Server Features	Refactoring	Code Review

WORK EXPERIENCE

Unity Developer

CREATY Games, Lutsk | January 2024 - May 2026

- Developed two mid-level Unity projects from scratch, including gameplay systems, UI, mobile build preparation, and release-related integrations.
- Integrated and configured monetization systems including AdMob, Unity Ads, and AppLovin, plus Firebase analytics and third-party SDK/NDK packages.
- Worked with game designers, analysts, and UI/UX designers to deliver gameplay mechanics, user-friendly interfaces, and stable production features.
- Supported client-server features, backend interaction, service integrations, and client-side stability across Android and iOS builds.
- Used AI-assisted workflows to speed up bug analysis, refactoring, code review, and technical solution validation without losing architectural control.

Unity Developer

Bugiko | July 2023 - December 2023

- Built a large-scale Unity prototype from scratch, including architecture planning, project structure, and technology stack selection.
- Proposed and implemented solutions to improve performance, scalability, flexibility, and maintainability of the project.
- Participated in the full development cycle from technical planning to MVP creation, testing, iteration, and feature improvement.
- Focused on code quality, testing, SOLID principles, refactoring, and scalable implementation decisions.

Unity Developer

Freelance, Remote, Kharkiv | March 2023 - July 2023

- Developed casual Unity 2D/3D games and interactive gameplay features for client projects.
- Integrated animations, sounds, UI elements, and gameplay logic to improve user interaction and overall game feel.
- Optimized performance and tested builds across Android and iOS platforms.
- Collaborated directly with clients to clarify requirements and turn ideas into playable features.

EDUCATION & LANGUAGES

Master's Degree in Civil Engineering | Sep 2024 - Dec 2025
SNU named after V. Dal, Kyiv
Bachelor's Degree in Civil Engineering | Sep 2021 - May 2024
SNU named after V. Dal, Kyiv

Languages
English | Ukrainian | Russian