

Konstantin Dyachenko

Unity Developer · Gameplay & Mobile

Moscow · remote, hybrid or office by arrangement

freeman.maybe@gmail.com

t.me/Horooko

01 Profile

I have over four years of experience building gameplay and UI, integrating purchases and platform services. I work on content loading, iOS and Android builds, and performance. I have also reviewed code and helped developers get started on a project.

02 Core skills

C# and Unity

C# · Unity · uGUI · ScriptableObject · Addressables · Unity Profiler · Memory Profiler

Code and collaboration

Zenject · UniRx · Odin Inspector · Git Flow · Code Review · Tech Docs · Modular Architecture

Platforms and services

iOS · Android · App Store · Google Play · IAP · Pushwoosh · Adjust · GameAnalytics · Ads SDK

Builds and automation

Jenkins · Unity Cloud CLI · Xcode Builds · Build Automation · Python Scripts · Content Pipeline

03 Professional experience

Softintermob LLC · Moscow

Unity Developer / Technical Lead · Dec 2024 - Feb 2026

On Alien Apocalypse Survival, I integrated purchases and platform services, moved content to Addressables and set up iOS and Android builds in Jenkins. I fixed memory leaks, reviewed code and wrote documentation for the team.

TapToFun · mobile game outsourcing

Unity Developer · Oct 2023 - Oct 2024

I developed gameplay for client mobile games, built UI and adapted it to different screen sizes. I integrated advertising SDKs and analytics, prepared iOS and Android builds and resolved integration conflicts.

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04 Earlier experience

Brainy Lab · interactive projectors

Unity Developer · Aug 2022 - May 2023

I developed Kinect V2 calibration and hit detection for projector games. I built a shared core and around 10 game modes using it, and wrote setup and usage instructions.

Dankolab · Novosibirsk

Unity Developer Intern / Junior Unity Developer · Sep 2021 - Jul 2022

I built the Easy Coloring prototype independently, then helped the team prepare the game for release. I worked on gameplay, UI, purchases and analytics, and wrote Python scripts for level preparation and assembly.

05 Personal project

01 KotikBox

Independent project · Unity Developer / Party quiz · Windows / WebGL

I built a networked quiz with a shared display and browser controllers. I separated the game core, controllers and relay, and added state persistence and reconnection.

Networked matches with reconnection

06 Education

Graduated in 2024 with a bachelor's degree in Information Systems and Technologies. Novosibirsk State University of Architecture and Civil Engineering / Sibstrin

Studied Software Engineering until 2022. Novosibirsk State Technical University, Novosibirsk

07 Portfolio

Project details, videos and gameplay examples at horooko.com.