Roman Karimov

Senior Unity Developer



27.11.1996

CONTACT

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LANGUAGES

English B2

Russian Native

TOOLS

Unity & C#
- Unity Engine (12 years)
- Advanced C# development
- Game architecture and design patterns
- SOLID, GoF, GRASP, DRY, KISS
- MVP, ECS-based architecture

AI Development Tools
- Cursor
- Claude
- ChatGPT
- LLM-assisted development
- Prompt engineering
- Code generation
- Code review Refactoring
- Documentation generation

Unity Frameworks & Tools
- Zenject, UniTask, UniRx
- Addressables, Asset Bundles
- DOTween, Spine
- Firebase, Crashlytics, Sentry
- Third-party SDK integration

TECHNOLOGIES

Engineering & Production
- CI/CD pipelines (Jenkins, TeamCity)
- Internal tools development
- Development workflow optimization
- Team technical leadership

Platforms & Technologies

PROFILE

Senior Unity Developer with **12 years** of experience developing real-time applications with Unity and C#. My primary focus is mobile game development, with extensive experience in developing and optimizing WebGL projects. Experienced in software architecture, leading teams of up to five developers, performance optimization, and integrating AI-powered features into educational products. Also experienced in developing real-time data processing algorithms, including controller calibration, signal smoothing, dynamic noise filtering, and PID-based stabilization for interactive hardware systems.

PROFESSIONAL EXPERIENCE

AI Buddy Inc.
Senior Unity Developer
07/2025 – 07/2026
WebSite: https://buddy.ai/en/
Project Overview:
Buddy.ai is an AI-powered English learning app for children with educational topics, free conversation with a virtual AI friend, a Tamagotchi mode (feeding, putting to sleep, decorating the home), and achievements.
Role:
Member of a small AI product team, responsible for Unity-side architecture and implementation of AI-powered conversational learning features.
Responsibilities:
- Designed and developed the AI Chitchat system, orchestrating real-time speech recognition (WebSocket streaming), LLM conversations, Azure Text-to-Speech, and character presentation including animations, emotions, lip sync, costumes, and environment changes.
- Built an internal authoring tool that enabled game designers to rapidly configure AI characters, including prompts, dialogue scenarios, memory inspection, visual assets, animations, and behavior across different learning activities.
- Designed the user context pipeline that transformed AI conversation data into structured information used to personalize subsequent learning exercises.
- Implemented a new in-app onboarding flow that let parents try the Chitchat mode with the character before purchase, which notably improved conversion by helping them understand the product value

SayGames
Senior Unity Developer
01/2024 – 06/2025
Website: https://say.games/
Company Overview:
SayGames is a global mobile game publisher and developer specializing in casual and mid-core titles, operating a large portfolio of live games across multiple platforms.
Responsibilities:
- Led the migration of **10+** mobile games to web platforms, including **YouTube Playables, Poki, CrazyGames, and SayGames**, reducing build size below **20 MB** while maintaining performance and player experience.
- Maintained and enhanced **30+** live games across **iOS, Android, Amazon, and Web** by integrating and updating third-party SDKs (AdMob, Amazon Ads, Sentry), improving monetization, stability, and platform compliance.
- Designed and optimized **CI/CD pipelines** using **Jenkins, Bash, and Python**, automating build, testing, and deployment workflows across multiple platforms.
- Collaborated with game teams to identify platform-specific constraints, optimize assets and runtime performance, and streamline the release process for web deployments.

Key Achievements:
- Consolidated **6+ SDK branches** into a single reusable solution, reducing integration effort and simplifying long-term maintenance.
- Developed internal automation tools that accelerated the initial optimization process for new web ports, reducing repetitive manual work.

- Mobile development (iOS, Android, Amazon)
- WebGL development and optimization
- AI-powered features and LLM integrations
- Multiplayer systems and client-server architecture
- AR/VR development (OpenXR, HoloLens)

EDUCATION

Bachelor's Degree in Computer Programming
General Ufa State Aviation Technical University
Ufa, Russia

SOFT SKILLS

- Technical Leadership
- Mentoring
- Cross-functional Collaboration
- Problem Solving
- Ownership

- Built an automated SDK validation application that shortened testing cycles and improved release reliability.
- Standardized the web deployment pipeline by unifying project structure, SDK integration, and Jenkins workflows across multiple titles.

BlueLight (VNN Labs)
Unity Team Lead
11/2022 – 01/2024 | Limassol, Cyprus
Project Overview:
A mid-core competitive card game combining PvP battles with renovation gameplay. Players collect and use NFT-based cards in server-authoritative multiplayer matches. The project included a C# backend, MongoDB database, and Redis caching layer.
Responsibilities:
- Designed the overall game architecture, defining client-side systems, data flow, and communication patterns between Unity client and backend services.
- Designed shared gameplay logic architecture between Unity and C# backend to ensure consistent game rules and reduce duplication.
- Led Unity development, collaborating with game designers, UI/UX team, backend developers, and Web3 specialists.
- Established development workflows and team processes to improve feature delivery and maintain code quality.
- Optimized the game for WebGL deployment, improving performance and adapting the project for browser-based platforms.

Key Achievements:
- Led the project through development and successfully delivered it to soft launch.
- Designed data structures and integration approaches together with the Web3 team for NFT-based card ownership and game systems.

Iridescent Studio, Ltd.
Unity Senior Developer
04/2022 – 10/2022
Project Overview
Brainwell is a casual mobile application for iOS and Android featuring a collection of cognitive mini-games.
Responsibilities
- Developed new gameplay features and maintained existing functionality in a large-scale mobile application.
- Refactored legacy codebase by introducing modular architecture and separating core systems into reusable components.
- Created reusable submodules adopted across multiple applications within the company.

FinchXR Ltd.
Technical Lead
11/2021 – 03/2022
Project Overview
XR technology company developing SDK solutions for interactive experiences across multiple AR/VR platforms.
Responsibilities
- Led the technical integration of the SDK into partner applications and internal demos across various XR devices, including **HoloLens, WaveVR, and Niantic devices**.
- Designed and implemented controller integration workflows, calibration modules, and in-game guidance systems.
- Developed interaction detection systems for XR gameplay scenarios, including player actions such as reloading, throwing, and object interactions.
- Coordinated technical decisions and supported the development team as Technical Lead.

FinchXR Ltd.
Unity Developer
08/2015 – 03/2022 | Ufa, Russia
Grow up from junior to senior developer.