

Oleksandr Pokariev — Unity Developer

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Summary

Unity developer focused on gameplay, systems, and rapid prototyping for mobile (iOS/Android) and WebGL. Build MVPs and production features end-to-end: UI, animation, 3D, audio, data persistence, WebAPI, and tools.

Strong in C#, OOP/SOLID, design patterns; experienced with profiling, optimization, and shipping hyper-casual prototypes on short cycles.

Seeking a full-time Unity role to deliver high-quality gameplay and improve pipelines.

Languages:

English — B1; Polish — B1; Ukrainian — Native; Russian — Native

Portfolio links:

- Crazy Robots Arena 2.5D game: <https://youtu.be/VbIZAUOFMNw?si=Mv8v30fcSUK1dZ-g>
- SteamBot 3D quest: <https://www.youtube.com/watch?v=hx5L2QDOd0o>
- More Games during working in Antari Studio: <https://www.youtube.com/watch?v=YNaiArToIKQ>
- Domino Masterpiece: <https://play.google.com/store/apps/details?id=com.domino.masterpiece&hl=en>
- Machomate game: <https://www.youtube.com/shorts/CpQQ9TOcROY>
- FreeKick Soccer game: <https://www.youtube.com/watch?v=pUaCSMKn248>

Professional Profiles

Upwork: <https://www.upwork.com/freelancers/~0111d516a7dc206822?viewMode=1>

LinkedIn: <https://www.linkedin.com/in/alex-pokariev-586959356/>

GitHub: <https://github.com/grabbly>

Skills

Programming & Development:

- C# (Unity); OOP, SOLID; patterns (State, Observer, Singleton, MVC/MVVM)
- Full-cycle Unity: gameplay, UI, animation, 3D, audio, polish
- Input & interaction: drag-and-drop, swipes, interaction logic
- Data persistence, HMAC security, WebAPI integrations
- Profiling, performance optimization, bug fixing
- Multiplayer basics

Platforms:

- PC/Mac, Android, iOS (Unity), WebGL,

- Linux (Api, background monitoring, web services / sites)
- Arduino, Raspberry Pi, OrangePi (physical prototypes)

Tools & Software:

- Unity 3D, Fusion 360, Blender, Photoshop, After Effects
- Git, JIRA, Webhook, cron, shell scripting
- 3D printer, laser cutter, prototyping toolchains
- Web: WordPress (WooCommerce, Elementor, Blocky), ShopCart, WireShop, VPS setup, VPN/Proxy setup

Additional

- AI/LLM: OpenAI, LLaMA, Stable Diffusion; assistants/bots, webhooks, automation
- Web3: wallet integration (MetaMask, WalletConnect) in Unity

Education

Software Engineer of Automatic Systems

Bachelor's Degree

Mykolaiv State Shipbuilding University, 2008

Work Experience

Freelance Unity Developer & Prototyping Specialist

2024 – Present

- Development of Unity-based tools, WebGL games, and backend-integrated apps
- Game prototypes
- Web 3.0 & AI integrated systems, personal tools, and research projects

Prototyping Developer – Antari Team

2022 – 2024

- Creation of hyper-casual game prototypes (Ghost Masters, RoboCleaner, Robo Arena)
- Built full games in 2-week cycles
- Integrated visuals, logic, and publishing pipeline for iOS/Android

Freelance Unity Developer – Upwork

2019 – 2022

- Contract Unity projects for mobile and WebGL
- Rapid prototyping, gameplay features, UI/UX, integrations
- Client communication, scoping, and delivery on short cycles

Unity Developer – Murka (Slot Era)

2017 – 2019

- Worked on social casino game Slot Era (Android/iOS)
- Created new game features, handled bug fixing and performance tuning
- Collaborated with large distributed team

Freelance Web Developer / Embedded Projects

2014 – 2017

- Built and deployed websites using WordPress, ShopCart, WireShop
- Configured VPS (Linux), deployed apps, managed domains, SSL, DNS
- Developed web dashboards, Telegram bots, API integrations

Early Development / Flash / Embedded Systems

2004 – 2014

- Worked with AS3 (Flash), later transitioned to Unity & Arduino
- Created personal tools, logic systems, and physical controllers
- Participated in early gamedev experiments and hobby robotics

Own Projects

Appointi (Massage/Haircut Salons App) <https://appointi.aceprint.pl/>

- Dual mobile app (client booking + admin/staff interface)
- Integrated voice assistant (OpenAI + Google STT/TTS)
- Backend for scheduling, notifications, AI query routing

QR generator - <http://qr.aceprint.pl>

- Lite web app for generate good looking qr codes with logo
- Based on Python, Docker, Linux OS
- Hosted on home NAS

Direct Message AI Assistant <https://dm.aceprint.pl/>

- AI assistant for Instagram/Facebook Pages using webhook-based event handling
- Written in PHP with modular structure and HMAC verification
- Includes GitHub webhook auto-deployment, MySQL-based token storage, logging

Inverse Kinematics Robotic Arm <https://www.instagram.com/p/BSrsjbriAMO/>

- Orange Pi Board, Two-motor physical arm simulating elbow-like movement using inverse kinematics
- Unity-based simulation → Python implementation on Linux controller

AR2QR <https://ar2qr.com/>

- AR project allowing 3D object visualization via QR code
- Assets auto-loaded to WebAR or mobile Unity client
- Used in showrooms for visualizing scaled items (furniture, cars, paintings)

Work on Projects in Teams

Slot Era – Murka <https://play.google.com/store/apps/details?id=com.murka.slotsera>

- Worked on in-game events, bug fixing, UI/UX, and new feature deployment
- <https://play.google.com/store/apps/details?id=com.murka.slotsera>

Robots Arena game

- Fast-paced 2.5D survival arena game with enemy hordes and upgrades
- Built with Unity and optimized for mobile; coordinated in a remote team
- Platforms: iOS, Apple TV, Android
- <https://play.google.com/store/apps/details?id=io.antari.arena>

Ghost Masters & RoboCleaner – Antari Team

- Core dev on both titles: gameplay, UI, VFX polish
- Focus on fast prototyping and CPI testing
- <https://play.google.com/store/apps/details?id=io.antari.ghostmasters>
- <https://play.google.com/store/apps/details?id=io.antari.robocleaner>

SteamBot (2012) https://www.youtube.com/watch?v=Hdvs_V5DKu4

- Post-apocalyptic 3D game with story and robot interaction
- Experimental VR support (pre-production level)
- Won award at DevGAMM Kyiv 2012 for best experimental design

Achievements

- Published 100+ mobile projects on Google Play and App Store
- Developed multiple systems from scratch (software + hardware + UI)
- Experienced in scaling MVPs, delivering polished prototypes quickly
- Winner of DevGAMM Kyiv (Most Innovative Game)

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