Boris Yumatov

Unity Gameplay Developer
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Professional Summary

Unity Gameplay Developer with 4+ years of professional experience in game development across mobile and PC projects. Specialized in gameplay systems, rapid prototyping, internal tools, and performance optimization. Experienced working in production environments, maintaining large codebases and collaborating with designers, and artists to deliver gameplay features. Currently contributing to quest scripting and gameplay systems at Ice-Pick Lodge.

Technical Skills

Languages: C#, C++, Engines: Unity, Unreal Engine
Expertise: Gameplay Programming, Game Prototyping, Tools Development, SDK Integration, Performance Optimization
Version Control: Git, SVN

Professional Experience

Ice-Pick Lodge — Unity Developer (Aug 2024 – Present)

• Quest scripting and gameplay feature development
• Implementing new mechanics and debugging legacy systems
• Developing internal tools to improve workflow

Freelance — Unity Developer (Oct 2022 – Aug 2024)

• Developed hybrid-casual mobile games
• Built reusable project templates for rapid prototyping

Lucky Group — Unity Developer (Oct 2020 – Sep 2022)

• Developed mobile game prototypes
• Integrated third-party SDKs
• Implemented tools and optimized gameplay performance

Education

Vologda College of Communications and Information — Computer Science (2016 – 2020)