👋 Kamen D.
Senior Unity Developer

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http://kamen.dev
http://linkedin/in/kamend

Projects

Ordinary Objects

Oddysey Metaverse

Dash Legends

Absolut Blank

Skills

Unity

C#

XR/AR/VR

Game Development

Multiplayer Development

JS / Node.js / React

SQL / NoSQL

UniRX / R3

UniTask

Redux

Unity Test Framework

XR Interaction Toolkit

AR Foundation

Outside of Work

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Profile

Seasoned senior software engineer with 10+ years of exerience with the Unity engine. From game development and interactive installation, through an online multiplayer metaverse and an XR prototyping editor, I have honed my skills to be versatile and ready to take on any challenge.

Employment History

Lead Unity Developer, Ordinary Objects, Feb 2023 - Now

Developed the full architecture for a multi-platform 3D editor for XR applications design and prototyping - http://ordinary.space. Worked closely with the UX and Design team to implement invdividual features across our MacOS, iOS and Quest clients.

XR/AR Unity Developer, Bakken & Bæck, Oct 2022 - Jan 2023

Developed XR/AR prototypes for IKEA's home improvement mobile application colaborating in a cross-disciplinary remote team.

Senior Unity Developer, Odyssey, Oct 2021 - Sept 2022

Worked on a real-time multiplayer metaverse project in WebGL, integrated a bridge between React UI and Unity and created a CI pipeline for adding dynamic assets through Addressables.

Unity Game Developer, Aldo Games, Dec 2010 - October 2021

Creating hyper-casual game prototypes, releasing them on the AppStore and creating Facebook campaigns and ads.

Founder and Lead Developer, Studio Generative, Dec 2016 - Nov 2020

As an indie game developer released more than 10 mobile games for iOS and Android, created more than 40 games prototypes. One of my most successful games - "Bouncy Hoops" is still on the AppStore (downloaded more than 4 million times)

Unity Developer, UKI Games, Jan 2014 - October 2016

Worked on a real-time multiplayer mobile game - "Dash Legends",managing both the Unity client side and the Node.js backend.

Creative Technologist, Phormatik, Jan 2012 - Jan 2014