

Dmitry Shibanov

Technical Lead / Senior Unity Developer

📍 Chelyabinsk, Russia (Remote / Relocation Open)

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ABOUT ME

10+ years of experience in Unity development (C#)

Specializing in creating scalable architectures and deep optimization. Combining engineering expertise with Technical Artist skills (HLSL, VFX) and a full-cycle product vision.

- **Focus:** Optimization, Ecosystem Design, Architectural Audit, and AI Pipeline implementation.
- **Key Metrics:** 20+ commercial products, 6 full-cycle releases, Team Leadership (5+ people).

CORE & UNITY STACK

ARCHITECTURE

C# SOLID

Design Patterns

Modular Architecture

ENGINE & TOOLS

Addressables Job System

Burst Odin Firebase

Git (Submodules) CI/CD

LIBRARIES

Zenject/Extenject

UniRx/R3 UniTask

DOTween/PrimeTween

ZLinq

RENDERING

URP

Shader (HLSL, ShaderLab, Compute Shaders)

Particle System

Procedural Generation

OPTIMIZATION

Experience

Grindset Studios

August 2023 — Present

Founder, Lead Developer & Architect

Founded the studio, building a proprietary tech ecosystem to accelerate development.

- **Developed PlatformUnified SDK:** A "One API" architecture allowing vendor switches (Ads, Analytics...) without gameplay code modification, ensuring maximum flexibility.
- **Modular Architecture:** Implemented a system of reusable modules (UI, Sound, Save), eliminating technical debt to focus on gameplay.
- **DevOps & Automation:** Configured **SuperUnityBuild** pipeline. Wrote custom scripts for automated DEV/PROD environment switching, manifest management, and Addressables builds, eliminating manual release errors.
- **Full-Cycle Production:** Independently shipped 2 projects to Google Play (**Find 100 Cats** , **Splash Blast**), handling code, shaders, art, and marketing.
- **Tech Art & Optimization:** Implemented **Adaptive Performance** and thermal analytics for dynamic CPU/GPU load balancing.

Playgendary

January 2022 — March 2023 (1 yr 3 mos)

Lead Unity Developer (Acting Technical Owner)

Grew within the company to a role effectively acting as Technical Owner.

- **Led development of the hit *Home Design*:** Took over during the restart phase. Conducted a deep architectural audit, restored codebase knowledge, and established a stable development process.
- **Team Leadership:** Formed a new team, introduced code review standards and a mentorship system.
- **Product Architecture:** Designed the architecture for critical monetization features (Premium Subscription, new Placements).
- **Stability (Live-Ops):** Resolved complex technical issues (ANR, crashes) based on Crashlytics data.

Mobile/WebGL

Adaptive Performance

Battery & Thermal UI

Shaders C#

AI ENGINEERING

LLM & RAG

Ollama (Local) LightRAG

Deep Research Gemini

WORKFLOW

IDEs (Cursor, Antigravity, Roo-Code)

MCP (UnityMCP, Context7, EXA, Firecrawl)

GenAI (Stable Diffusion, Nano Banana, ElevenLabs)

Prompt Engineering

PRODUCT & ART

ASO

Monetization (Appodeal, LevelPlay, IAP)

Multiplayer (Photon)

Blender Photoshop

Illustrator

UI/UX Design

LANGUAGES

Russian

Native

English

B1 — Technical

Uchtech-Profi

August 2018 — January 2022 (3 yrs 6 mos)

Unity Developer (VR/PC)

CIS market leader in the development of educational equipment.

- **B2B Simulators:** Created 13+ virtual laboratory complexes (VR/PC) for universities in technical disciplines.
- **Expertise Transfer:** Collaborated with professors to translate complex academic methodologies into interactive scenarios.
- **Complex Mechanics:** Implemented **high-precision equipment emulation** (with real timings) and non-standard 3D constructors.
- **Architecture:** Designed a scalable system for a Lego-trainer supporting the assembly of 70+ unique models.

Realoft

December 2016 — January 2019

Indie Developer

Period of active self-learning and creating first commercial products.

- **First Release:** Full-cycle development and release of **Tunnel Wave** on Google Play.
- **Technical Start:** Implemented a number of complex prototypes, laying the foundation for shader skills (**Shader Forge/HLSL**).

Education

South Ural State College (SUSC)

Automation of Technological Processes and Production (2015 — 2019)

Diploma: *Development of a production line software simulation (based on real tasks from "Uchtech-Profi").*