

Dmytro Udovychenko

Senior Unity Developer

Canada, Montreal, QC

Senior Unity/C# Developer with 11+ years in game development. Shipped 30+ games built with my direct contribution from day one, totaling 77M+ downloads. Additional credits include contributions to projects involving Atari, Netflix, and the Olympic Games, 39 shipped titles and 150M+ downloads across everything I've worked on. Strong in gameplay systems, SDK integrations (incl. Netflix, Epic Games Store, mobile game stores), analytics/ads monetization, mobile publishing (Google Play/App Store), and PC porting. Quality-first, fast delivery, strong cross-team collaboration.

Have open work permit for 3 years

LinkedIn: <https://www.linkedin.com/in/dmytro-udovychenko/>

Portfolio: <https://udovychenko.xyz>

Asset Store: <https://assetstore.unity.com/publishers/94856>

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Work Experience

2026-02 –
current

Senior Real-Time Interactive Developer

Astucemedia

Live broadcast and real-time data visualization solutions for US elections

<https://www.astucemedia.com/broadcast-and-digital-media/elections>

- Develop new version of the application

2025-10 –
2026-02

Unity Tools Engineer

Self-employed

Unity Toools

<https://assetstore.unity.com/publishers/94856>

- PlayerPrefs Runtime Tool - Viewer and Editor
- Advanced Project Builder
- Package Exporter Tool

2023-07 –
2025-09

Senior Unity Developer

Nvizzio Creations, Montreal

- Developed an SDK for dynamic mission and content downloads, enhancing the flexibility and scalability of game content delivery.

Roller Coaster Tycoon

<https://nvizzio.com/game/roller-coaster-tycoon/>

- Integrated and configured the SDK within the game.
- Fixed bugs and enhanced game performance, improving overall user experience and stability.

Olympic Go Paris 2024

<https://store.epicgames.com/en-US/p/olympics-go-paris-2024-5d5f77>

- Ported the game to the PC platform, ensuring compatibility and optimized performance across different hardware configurations.
- Integrated Epic Games Store services, including in-app purchases (IAP), achievements, and analytics, to enhance player engagement and monetization strategies.
- Owned the release pipeline for Epic Games Store: build preparation, store submission, release coordination, and post-release verification.

Roller Coaster Tycoon Netflix

<https://play.google.com/store/apps/details?id=com.netflix.NGP.RollercoasterTycoonTouch&hl=en>

- Integrating Netflix SDK and related services to support seamless content updates and user interactions.
- Updating game components to comply with Netflix Game Technology standards and specific game requirements, ensuring a consistent and high-quality user experience.
- Owned store releases: prepared and shipped new builds, coordinated release readiness, and ensured compliance for publication.

Lead Unity Developer

Kalyna Games, Lviv

- Managed project requirements through game concepts and design documents.
- Led projects by distributing tasks and overseeing their execution to ensure timely completion.
- Designed game features in accordance with specifications and technical limitations to meet established design and gameplay objectives.
- Debugged projects to identify and resolve code and performance issues.
- Developed game mechanics, AI behaviors, player controllers, simple visual effects, and UI/UX logic.
- Published games on Google Play Store and Apple App Store.
- Integrated analytics and advertising services to enhance user engagement and monetization.

2021-05 -
2023-07

2019-10 -
2021-05

Unity Game Developer

MaxiGames Studio, Lviv

- Managed project requirements based on game concepts and design documents.
- Adhered to specifications and technical limitations to achieve established design and gameplay objectives.
- Utilized debugging techniques to identify and resolve code and performance issues.
- Updated, modified, and upgraded games to enhance performance and user experience.
- Developed game mechanics, AI behavioral elements, player controllers, simple visual effects, and UI/UX logic.
- Published games on Google Play Store and Apple App Store.
- Integrated analytics and advertising services to optimize user engagement and monetization.

2018-10 -
2019-09

Technical Artist

Product Madness, Lviv

- Reviewed and resolved minor art-related issues to ensure high-quality visual standards.
- Prepared and exported assets to the Unity game engine, utilizing tools such as Adobe Photoshop.
- Optimized art and animations, to increase in game performance and reduction in app size.
- Integrated art assets into UI and game scenes, maintaining design consistency and enhancing user experience.
- Collaborated with the development department to manage system requirements and ensure project alignment.
- Tested applications on various devices, ensuring design fidelity and meeting performance standards.

2016-10 -
2018-06

GameDev Trainer

GolTeens, Lviv

- Taught Unity Engine fundamentals, including C# programming.
- Instructed students on UI/UX design principles and implementation within Unity projects.
- Guided scene composition and environment setup to create engaging game worlds.
- Introduced game design basics, covering mechanics, storytelling, and player engagement.

- Facilitated project creation and presentations, encouraging collaborative development and creative problem-solving.
- Managed the uploading of student projects to the App Store, ensuring compliance with platform requirements.

2015-01 -
2019-10

Unity Developer

Dreamforest games, Lviv

- Managed project requirements based on game concepts and design documents.
- Analyzed workflows to develop logic for new systems, procedures, and tests.
- Corrected, modified, and upgraded games to enhance performance.
- Adhered to specifications and technical limitations to achieve established design and gameplay objectives.
- Utilized debugging techniques to identify and resolve code and performance issues.
- Developed game mechanics, AI behaviors, player controllers, simple visual effects, and UI/UX logic.
- Published games on Google Play Store and Apple App Store.
- Integrated analytics and advertising services.



Education

2011-09 -
2015-05

Master Degree: Computer Science

National University Lviv Polytechnic – Lviv, Ukraine

2005-09 -
2008-06

Master Degree: Economics

National University Lviv Polytechnic – Lviv, Ukraine
