Alexey Stashin

Senior Unity Gameplay Engineer (C#)
Open to Remote

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SUMMARY

Senior Unity Gameplay Engineer specializing in gameplay systems, combat mechanics, and player progression for mobile games.

Experienced in designing and implementing core gameplay features, maintaining and extending live game systems, and delivering production-ready mechanics in Unity-based projects.

Strong hands-on background in gameplay architecture, content systems, and feature development. Experienced with Photon Quantum for deterministic gameplay implementation and daily use of AI-assisted development tools such as Cursor AI. Currently exploring Claude Code as part of modern development workflows.

Professional Experience

HELIO GAMES

Unity Developer

2023 – 2026

Project: Westland Survival

Worked as part of a gameplay development team on a live mobile survival game with ongoing content updates and platform expansion.

Responsibilities

- Developed and maintained core gameplay systems in a live production environment
- Implemented and extended gameplay features including crafting, inventory, tutorial systems, UI, and other meta gameplay activities
- Supported multi-platform builds and resolved platform-specific issues
- Worked closely with designers, QA, and live-ops teams during feature delivery

Focus Areas

- Gameplay feature development
- Live game support and iteration
- System extension and maintenance
- Multi-platform delivery

CORE5 / SAYGAMES

Unity Developer

2021 – 2022

Project: Black Deck

Together with the team brought the project from MVP to soft launch. Implemented several key meta-gameplay features from technical specification to release.

Responsibilities

- Developed gameplay features for a mobile RPG, from MVP through soft launch
- Implemented meta-gameplay systems, UI setup, animations, and player-facing mechanics
- Supported LiveOps and performance optimization in a live production environment

Focus Areas

- Gameplay implementation
- Meta-gameplay systems
- UI and LiveOps support

PLAYRIX

Unity Developer

2018 – 2021

Projects: Homescapes, Gardenscapes (Facebook / WebGL)

Complete remake of Playrix's main games for the Facebook platform using Unity. Built a pipeline for developing updates. Implemented engine features including text rendering and content loading under WebAssembly constraints.

Responsibilities

- Porting engine and game functionality from C++ code to Unity3D WebGL
- Engine migration
- Rendering
- Performance optimization
- Browser platform support

Focus Areas

- WebGL porting and engine migration
- Browser platform performance
- Facebook platform delivery

INDEPENDENT DEVELOPMENT

Project: Nomads
Android (Google Play) · Unity · Photon Quantum · Google Play · Gameplay video

Multiplayer action RPG released on Google Play, focused on deterministic gameplay architecture using Photon Quantum.

Responsibilities

- Designed and implemented deterministic gameplay systems using Photon Quantum
- Built core combat mechanics, abilities, and gameplay effects (buffs, debuffs, crowd control)
- Implemented squad behavior and gameplay logic systems
- Developed procedural content generation, in-game economy, market, and in-app purchase systems
- Separated simulation and presentation layers for extensible gameplay architecture
- Uses Cursor AI daily for gameplay implementation, tooling, and development acceleration

Focus Areas

- Deterministic gameplay simulation
- Combat and ability systems
- AI-assisted development workflows
- Rapid iteration on gameplay mechanics

Technical Expertise

GAMEPLAY ENGINEERING

- Gameplay systems design and implementation
- Combat systems
- Ability systems
- Player progression systems
- Game loop design implementation
- UI gameplay integration

SIMULATION & MULTIPLAYER

- Photon Quantum (deterministic simulation)
- Gameplay state synchronization concepts
- Separation of simulation and presentation layers

DEVELOPMENT PRACTICES

- Gameplay architecture design
- Performance-aware implementation
- Feature development for live games
- Iterative gameplay design support

AI-ASSISTED DEVELOPMENT

- Cursor AI (daily use)
- Claude Code (evaluation stage)
- AI-assisted gameplay implementation
- AI-assisted tooling and prototyping