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RU

# Alexey Kolbasov

Unity Gameplay & Systems Engineer — Architecture / Performance / Live Ops

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## About

Unity Gameplay & Systems Engineer focused on scalable gameplay architecture, performance optimization, and production-level Unity systems for live games.

Experienced in full ownership of gameplay systems — from prototype to live operations — including iteration, analytics-driven improvements, and feature prioritization.

**10+ released projects** with up to **30K+ MAU** in production environments.

Core focus: scalable systems design, CPU/GPU optimization, memory management, production debugging, and player behavior-driven iteration.

## Experience

- **Unity Developer (Contract / Small Studios)** · 2023 — Present
  - **Full-cycle development (10+ projects):** Took ownership from concept to live ops, balancing rapid iteration cycles with long-term architectural maintainability.

- **Performance Engineering:** Optimized memory footprint by 40% for WebGL environments by refactoring custom object pooling and implementing asset streaming via Addressables, ensuring 50–60 FPS on low-end mobile devices.
- **Architectural Strategy:** Designed modular systems using Clean Architecture and MVP, which decreased feature implementation time by 30% for subsequent projects in the portfolio.
- **Technical Problem Solving:** Reduced CPU spikes and GC pressure by 20–40% by profiling deep-level runtime allocations and migrating critical gameplay loops to struct-based data models.
- **Data-Driven Iteration:** Integrated custom analytics tracking to identify churn points in progression funnels; translated raw player behavior data into specific gameplay adjustments that increased Day 7 retention.
- **Production Collaboration:** Acted as a bridge between design and technical feasibility, helping stakeholders prioritize high-impact features and scope-creep prevention in limited-timeline environments.

## Projects



### Just Sandbox

Sandbox / Shooter • 3K MAU • 2026



### Evolution of Hamsters

Puzzle / Idle • 1.5K MAU • 2025



### Nextbots: Revenge

Action / Survival • 2.2K MAU • 2024



## Nextbots: Sandbox

Action / Sandbox • 30K MAU • 2023

### Skills

#### Engineering

C#

Unity

Systems Design

#### Tools & Workflow

GitHub

Forgejo

Jira

Trello

#### Architecture

Clean Architecture

MVP

SOLID

#### Performance

CPU Optimization

Memory Optimization

GC Profiling

WebGL Optimization

#### Gameplay Systems

AI Systems

Core Loops

Data-driven Design

#### Live Ops

Analytics

Retention

Monetization

Player Behavior

#### Languages

English (B1+)

Russian (Native)

