



# Andrei Usatau

INTERESTED IN UNITY 3D  
LEAD/DEV OR PM POSITIONS

## Details

Gomel, 246012  
Belarus  
+375256634708  
[datwasnice@gmail.com](mailto:datwasnice@gmail.com)

NATIONALITY  
Belarusian

DATE OF BIRTH  
1992

## Links

[LinkedIn](#)  
[Telegram](#)

## Skills

Unity 3d  
Agile Project Management  
C# .NET  
Shaders  
Optimizations  
Unit tests  
React  
Angular  
Code architecture  
CI/CD

## Hobbies

games, guitar, cars, music, films,  
walking, photography, memes

## Languages

English  
Russian

## Profile

- **Skillset:** Leadership, Project management, code review, Unity 3D, .NET, ASP .NET Core, SQL, React, Angular, Redux, GIT, automated testing
- **Professional interests:** Project management, Design Patterns, Code review, Performance optimization, Git, Docker, Machine learning, cross platform development, BDD & TDD, implementing of core features
- **Personal qualities:** responsibility, sociability, ability to work in a team, leadership, learning ability, purposefulness, activity, analytical mind, personal and professional self-development

## Employment History

### XIM, Unity developer, Gomel

2013 – 2017

- Porting of the mobile games from C++ Marmalade to Windows Phone 8 and Unity 3d
- Client-server Match 3 games development
- Game level editors development
- Game apps infrastructure
- Unit testing
- Adding third party modules

### XIM, Project manager, Gomel

2017 – 2018

- Agile process facilitation
- Teams coordination
- Managing development process from an idea to implementation
- Setting up priorities & project timeline
- Managing producer's expectation

### Agilium Labs, Web developer, USA

2018 – 2020

- Frontend development (React, Redux, Angular) from scratch for some business apps
- Implementing of data access layer with Entity framework Core and design patterns;
- Project management & Leadership
- Building / approving an approximate application infrastructure & technologies stack at the initial stage
- Code review

### APPSULOVE, Unity developer, Mlnsk

2020 – 2022

- Integrating SDKs (Analytics and Crashlytics, Firebase, Flurry, ads Applovin Max, Adjust and other
- Implementing project infrastructure (config, profile, other services flow with UniRx, UniTask and Zenject as DI container)
- Game editor UI part
- Custom Github CI setup

## WhiteSharx, Unity developer, Remote

2022 – PRESENT

- Code infrastructure
- Code review
- Implementing new features
- Bugfixing
- Optimizations
- Working with animations & timelines
- Integrating SDKs

## Education

### Bachelor, Gomel State Technical University Pavel Sukhoi, Gomel

2009 – 2014

### Master, Gomel State Technical University Pavel Sukhoi, Gomel

2014 – 2016

## Projects

### Emily's stories: Coloring book

<https://play.google.com/store/apps/details?id=com.xten.multiverse>

### Emily's stories: Match puzzle

<https://play.google.com/store/apps/details?id=com.whitesharx.multiverse>

### Magic Jigsaw Puzzles

<https://play.google.com/store/apps/details?id=com.bandagames.mpuzzle.gp>

### Fold Paper Puzzle

<https://play.google.com/store/apps/details?id=paper.folding.logic.puzzle>

### Racing Legends

<https://play.google.com/store/apps/details?id=io.whitesharx.kepler>

### Chess Royale

<https://play.google.com/store/apps/details?id=com.xten.starfall>

### 2448: Block Puzzle Number

<https://play.google.com/store/apps/details?id=merge.number.puzzle.game>

### Monster Squad Rush

<https://play.google.com/store/apps/details?id=com.hyperhoop.pocketmonsters>

### 3 Tiles

<https://play.google.com/store/apps/details?id=tile.master.connect.matching.game>