

Job Request dated from 03/27/2026

Senior Unity Developer | C# | Tech Lead |
Gameplay Systems | Game Architecture | 10 Years

Name: Oleksii Sadykov
Age: 38

Contact

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Description

Type of employment: Full-time
Entry date: 06/01/2026

About Me: Experienced Senior Game Developer and Tech Lead with over 10 years of industry experience. Most recently, I led the technical development of "Undungeon" (tinyBuild), overseeing the project through all phases to a successful release.

Programming Languages: C#

Game Engines: Unity3D

Tools / Software: Visual Studio, Cursor, Trello/Jira, SourceTree/GitLab/Git, AI Tools

Architecture & Design Patterns: OOP, SOLID, MVC, DOD

Assets: I2 Localization, Dialogue System, FMOD, Behavior Designer, A* Pathfinding Project, KinematicCharacterController, DOTween, InControl, ProCamera2D, and more.

Methodologies / Processes: Agile (Scrum / Timeboxed Iterative Development, Kanban), Pair Programming, Profiling & Refactoring.

What I'm Looking For: I am seeking a Senior or Lead Developer position within an established studio or an ambitious team in Germany. I am open to remote work or relocation (within Germany).

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