babiosik.github.io – portfolio with videos
linkedin.com/in/babiosik
github.com/Babiosik · babiosik.itch.io
Telegram: @BabiosikWork

Mykola Andrieiev

Unity (C#) & Flutter Developer

Game and mobile developer with 5+ years of commercial experience, building games since 2018. Built multiplayer Snapchat games with 945M+ plays combined, worked on 8 visual novels released on Steam (1,000+ reviews, up to 86% positive), led four game teams in parallel, and developed cross-platform Flutter apps with offline mode, GPS and camera. Strong in optimization, Addressables, WebGL builds and third-party SDK integration.

5+ years
Commercial: Unity (C#), Flutter, Android

945M+ plays
Multiplayer games on Snapchat

8 Steam releases
1,000+ reviews, up to 86% positive

Team lead
Four teams in parallel at Octo Games

SKILLS

Unity / Games	Unity, C#, Addressables, Zenject, Naninovel, Ink, Spine, WebGL, Steamworks.NET, PrimeTween / DOTween, 2D physics, object pooling, Profiler & optimization, multithreading, IAP, AdMob
Snapchat	Lens Studio, JavaScript / TypeScript, AR, multiplayer, AI-assisted development
Mobile	Flutter, Dart, BLoC, Dio, Hive, offline mode & sync, camera, geolocation, push notifications, Android (Java)
Backend / Services	Node.js, MongoDB, PostgreSQL, REST, GraphQL, Firebase, Amplitude, Facebook SDK

EXPERIENCE

SplendidScore Ukraine · Game Developer · Remote — Feb 2026 – Oct 2026

AR lenses and social games played inside Snapchat, from AR filters to a turn-based chat game and real-time multiplayer games for groups of friends. Brought AI-assisted development tools into the team's workflow.

- **Color Match** (905M+ plays) – race across colored platforms; when the timer runs out, every platform of another color disappears.
- **Zombie Escape** (29M+ plays) – asynchronous infection game: one random player becomes the zombie and hunts the others while survivors run and hide.
- **Gobble Watch** (13M+ plays) – red light, green light: players race to a turkey and must freeze when it turns; anyone still moving goes back to the start.
- **Turn-based chat game** – Battleship-style game on a 4×4 board, built in 1.5 months; plus AR lenses during the first month.

Stack: Lens Studio, JavaScript / TypeScript, AR, multiplayer.

Octo Games · Unity Developer — Oct 2023 – Jul 2025

Narrative games for Steam in Unity (C#): visual novels with gameplay mini-games for an adult (18+) audience. Owned all technical aspects and release builds. Eight titles shipped in Dec 2023 – Nov 2024, 1,000+ Steam reviews combined, best-rated 86% positive. Led four teams in parallel and tracked deadlines and workload of additional staff.

- **Collectible card game (WebGL)** – Hearthstone-style browser card battler on Zenject with IAP; story in Ink as visual-novel scenes with Spine animations and chat-style dialogues. Integrated a third-party SDK through a native bridge; optimized with Addressables and multithreading.

- **Company-wide systems** – introduced the Naninovel framework (engine of every later title), built the in-game "Phone" reused in every following novel, a reputation system adopted across the company, and the project template all my teams started from.
- **Mini-games** – basketball tactics (rock-paper-scissors), racing, cooking and Alan Wake-style investigation; video calls and achievement-unlocked wallpapers in the in-game phone.

Stack: Unity (C#), Steamworks.NET, Naninovel, Ink, Zenject, Addressables, Unity IAP, Firebase, Amplitude, Node.js, MongoDB, REST, PrimeTween / DOTween.

Pixode · Unity Developer — Sep 2022 – Mar 2023

Client side of **Soul Battles**, a casual Tetris-like puzzle game, in a 20+ person product team.

- PvP resource stealing – opponent selection via REST API and game state synchronization.
- Player base construction and upgrades; IAP and analytics with Firebase and Facebook.
- Animated UI flow, crash and logic investigation, legacy refactoring, onboarding new team members.

WEZOM · Flutter Developer — Feb 2021 – Oct 2022

Cross-platform client apps in Flutter (Android, iOS): complex UI/UX, offline mode, caching, REST/GraphQL, camera and GPS.

- **EasyLoad TMS** – route planning for long-haul drivers: scheduling, cargo photo checklists, data sync when the connection is restored.
- **Tracker for agronomists** – series of apps for field progress and machinery: offline mode, dynamic forms, camera, verification.
- **Delivery Groups** – parcel management app; fully rewrote the codebase; offline mode, maps, GPS.
- **Myastoria, MyService** – shopping catalog with payments and deep links; car-service booking.

SoftcBay · Android Developer (Java) — Nov 2019 – Jul 2020

Telegram fork for Android: ghost mode, channel news feed and tabbed chat folders (shipped before the official client added folders); bug fixing.

INDIE & SIDE PROJECTS

Sandwich Inc. · indie team, alongside studies and work — 2018 – 2021

Built and published our own Google Play apps end to end, US$700+ AdMob revenue: **Magic 8-Ball** (Unity, 20,000+ downloads) and **Bip WatchFace** (Flutter, 5,000+ downloads).

Grow Down · game jam, 1st place "Best disclosure of the theme" — Feb 2023 – Apr 2023

Root simulator in Unity: one-week jam, then two more months of development. Procedural level generation, 2D physics, object pooling and FPS optimization. Play on itch.io

EDUCATION

Master's, Computer Science · 2019 – 2021
Programming of embedded and mobile devices
Bachelor's, Computer Science · 2015 – 2019
National Metallurgical Academy of Ukraine

LANGUAGES

Ukrainian – native
English – B1 (Intermediate); B2 in technical reading, writing and discussion