Job Request dated from 07/05/2026

Senior Unity Developer | C# | Principal Gameplay Programmer| Tech Lead | Game Architecture

Name:	Oleksii Sadykov
Age:	38

Contact

E-mail:	salexeyv[at]gmail.com

Description

Type of employment:	Full-time
Entry date:	immediately
Salary Expectation:	€52k - €65k / year gross

About Me:I'm an experienced Unity developer with nearly 10 years of experience in game development.

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I have a degree in Information Technology and have mostly worked on gameplay systems, architecture, and production-quality Unity code.

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I've been hooked on game development since my school days. I started by creating custom maps and programming in Pascal and Delphi, and even tried writing my own game engine. That eventually led me to Unity and professional game development. It's been a lifelong passion.

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After relocating to Germany because of the war in Ukraine, I had a career gap beginning in 2022. I'm looking for a long-term role in a team.

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My main focus is Unity architecture, gameplay programming, tools development, performance optimization, and keeping large codebases maintainable while still moving fast.

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My background is mostly with indie teams and flat management structures. I do my best work in an inclusive and progressive/open-minded environment. I value teams where people can share ideas openly, express their individuality, take initiative, and genuinely care about building a great product.

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In my free time, I watch sci-fi and anime, play PC and VR games, write code, read, and chat with friends on Discord.

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Feel free to get in touch.

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Education□□

Bachelor of Science in Information□

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Technology (Graduated 2012)

Programming Languages: C#

Game Engines: Unity3D□Unity3D (including DOTS/ECS ecosystem)

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

Architecture & Design Patterns: OOP, SOLID, MVC, DOD (Data-Oriented Design)

Assets & Frameworks: Addressables, UI Toolkit, I2 Localization, Dialogue System, FMOD, Behavior Designer, A* Pathfinding Project, KinematicCharacterController, DOTween, InControl, etc.

Methodologies / Processes: Agile (Scrum, Kanban), Profiling & Refactoring, CI/CD

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