

Ivan Hoina – Unity Game Developer

Location: Warsaw, Poland | Remote

Phone:

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Professional Summary

Unity Game Developer with over 3 years of experience in developing mobile and PC games. Specialized in hyper-casual games, gameplay programming, UI development, and performance optimization.

Work Experience

Unity Developer – Wild Wild Group, Remote | Aug 2025 – Oct 2025

Developed and published hyper-casual games for iOS, managing the full production cycle from concept and prototyping to optimization and App Store release. Implemented gameplay mechanics and user interfaces, and integrated third-party SDKs. Optimized games for performance on mobile devices.

Unity Developer – Game Jam Team, Remote | Jan 2025 – Feb 2025

Coordinated a team of five to create a first-person horror prototype with logic puzzles under time pressure. Implemented core gameplay mechanics and worked closely with designers and artists. Delivered a fully playable prototype within the game jam deadline.

Unity Developer – EJAW, Remote | Oct 2024 – Jan 2025 | project

Maintained and updated existing Unity projects, releasing updates on the Google Play Store. Fixed post-migration issues and upgraded SDKs to the latest versions. Improved project stability and ensured smooth operation after platform updates.

Unity Developer – Self-employed, Remote | Sep 2022 – Oct 2024

Developed personal game projects (3D Runner, Local Multiplayer Arena with Netcode for GameObjects) and taught Unity to teenagers, expanding technical knowledge across different game genres and platforms.

Unity Game Developer – 24Play, Kyiv | Feb 2022 – Sep 2022

Developed 8+ hyper-casual games in collaboration with designers and project managers. Implemented gameplay mechanics, UI, animations, and SDK integrations, optimized mobile performance, and shipped titles commercially.

Technical Skills

Mobile Game Development, iOS Development, Android Development, Unity, C#, OOP, SOLID, Data Structures, Dependency Injection, Netcode for GameObjects, Unity Physics, UI Canvas, Animations, Tweening, Shader Graph, Unity Game Services, Firebase, Mobile Performance Optimization, Git

Soft Skills

Problem solving, teamwork, communication, adaptability, mentoring, independence, responsibility

Education

Master's degree in Information Systems and Technologies – State University of Information and Communication Technologies, Kyiv | 2026

Languages

Ukrainian – native, English – B2, Polish – B1