

Alexander Gusarov

Game Developer — Unity · GameMaker · Level Design

Email

GitHub

Telegram

Upwork

LinkedIn

Habr

EDUCATION

Wargaming Forge

2020

Level Designer & Balancing

Siberian Polytechnic University

2017–2018

Faculty of Information Technology

SKILLS

Game Development

Unity · GameMaker Studio · C# · GML · game design · level design · monetization

Multiplayer & Backend

Node.js · WebSockets · multiplayer architecture · P2P networking · dedicated servers

Frontend & Mobile

React · React Native · iOS · Android

Tools & Platforms

Firebase · Figma · Git · Docker · Google Cloud

Languages (spoken)

Russian — Native · English — IELTS 7.0 (B2)

LANGUAGES

Russian

Native

English

IELTS 7.0 (B2)

About me

Game developer who's worked both sides — design and engineering. Shipped hyper-casual hits, built multiplayer backends, designed thousands of levels. Real products, real numbers.

Key Achievements

- Sand Balls — level design and mechanics contribution to a 100M+ downloads mobile hit
- Bhop Jump — built multiplayer backend generating \$160K+ revenue in the first quarter
- Lana and Ronen — 1M+ downloads mobile title
- Designed and balanced 3000+ levels across Match-3 and Solitaire mobile games
- Upwork Top Rated Plus — top 5% of freelancers with 20+ successful projects

Experience

Project Tech — Software Engineer / Co-Founder

Feb 2017 — Oct 2019

- Co-founded a game development studio — hired developers, negotiated with clients, signed contracts
- Designed and built multiplayer backend for Bhop Jump with one other engineer — P2P + dedicated servers up to 16 players, \$160K+ revenue in Q1
- Shipped Lana and Ronen — 1M+ downloads mobile title
- Delivered 10+ products including games, mobile apps and business software
- Acted as tech lead — architecture decisions through to production code

Unity, C#, GameMaker, Node.js, WebSockets, React, React Native, Docker, Google Cloud, Firebase

SayGames — Game Designer / Level Designer

Feb 2020 — Jun 2020

- Contributed to Sand Balls (100M+ downloads) — designed levels and core mechanics, collaborated with devs on prop creation and placement
- Contributed to FlowerKing — same role, mechanics and level design
- Improved D1-retention by 10% through iterative metric-driven design

Unity, Game Design, Level Design, Analytics

Popside Games — Level Designer

Jul 2020 — Oct 2020

- Designed and balanced 3000+ levels for Match-3 and Solitaire under tight production schedule
- Improved level completion rate by 15% through iterative testing

Game Design, Level Design

Udemy — Unity Developer (Freelance)

Mar 2021 — Oct 2021

- Built a German language learning app from scratch as a freelance project — 22 categories, ~3000 flashcards
- Optimized architecture and data storage, reduced app size from ~3GB to 400MB

Unity, C#, JSON, iOS, Android

Neosight — Game Designer / Level Designer

Nov 2021 — Feb 2022

- Wrote GDDs for 6 mobile games — core mechanics, monetization, progression systems
- Redesigned levels, UI and onboarding for Park Them All — grew monthly installs 30x
- Ran concept validation experiments, CTR from 0.4% to 5%

Unity, Game Design, Level Design, Analytics

SOFTINTERMOB — Unity Developer

Nov 2023 — Jul 2024

- Built two Minecraft and Roblox companion apps from Figma to App Store release — full cycle
- Inherited legacy codebase — refactored architecture, rewrote parsers and core logic from scratch
- Reduced code similarity from 95% to 5% across company projects via AppRefactor
- Integrated Firebase and third-party SDKs, resolved iOS/Android compatibility issues

Unity, C#, Firebase, iOS, Android