Vladimir Ianuskin

Unity Game Programmer | Toronto, Canada

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Skills

- **Languages:** C#, C++, Java, SQL, GLSL, HLSL, PHP
- **Engines & APIs:** Unity, Unreal Engine, Vulkan, OpenGL, SDL

Work Experience

Little Guy Games **May 2024 – Present**

Unity Game Programmer *Toronto, ON*

- Design, implement and test gameplay systems for VR and PC titles in Unity 3D.
- Build procedural cave generation with configurable biomes, tunnels and resource spawning.
- Develop progression systems, upgrade trees, mission contracts and in-game shops.
- Implement scene streaming, save/respawn systems and editor tools.
- Maintain client/server codebases, Java dedicated servers and SQL databases.
- Optimize performance using profiling tools, asynchronous loading, Unity Jobs and Burst, boosting frame rate by up to 30% and reducing memory usage by 15%.
- Collaborate with producers, artists and QA to deliver new content using Git and Trello.

ICFF **Apr 2024 – May 2024**

Software Developer *Toronto, ON*

- Developed and deployed an interactive Unity 2D application used in 5 public outdoor kiosks with daily traffic exceeding 100 users.
- Configured an SQL database to support real-time updates across all kiosk locations.
- Translated Figma UI layouts and animations into Unity, ensuring design accuracy.

INFRAR3D **Jan 2024 – Mar 2024**

Game Developer *Toronto, ON*

- Built a Unity WebGL prototype and an educational touchscreen game played by over 1,000 museum visitors.
- Integrated ChatGPT AI into core gameplay mechanics using web requests.
- Developed an image-to-map generation algorithm to convert 30+ AI-generated visuals into fully playable environments.
- Utilized Unity Leaderboards and Authentication to track player scores.

Education

Humber College **Sep 2020 – May 2023**

Advanced Diploma in Game Programming *Toronto, ON*