Aliaksandr Shybayeu

Senior Unity Engineer · AI-Native

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SUMMARY

Unity engineer with 7 years in mobile games: modular architecture, LiveOps features, analytics and A/B testing, unit and integration tests. Automates daily development with AI agents, from task planning to implementation, review and testing.

EXPERIENCE

Super Banana — Unity Developer 08/2025 – present · Remote

- Co-built the studio's AI-driven development system from scratch: a strict HMVC controller-tree architecture plus private Claude Code plugins (skills, hooks, agents). Time to release dropped from about 4 months for the first game to about 2 months for the next, letting any team member ship their own idea production-ready.
- Shipped 4 mobile games from scratch to release in one year with AI agents inside this system (Travel Sort, Jigsaw Masters, Boomdoku, Associations Drop): gameplay mechanics, UI, animations and particle effects, boosters, analytics, A/B tests and local notifications.
- Designed the LiveOps architecture: a time-zone-safe event service and live events on top of it, including Tournament Race and the Daily Cup leaderboard with bot rivals, Daily Quests and progression events.
- Extracted reusable features (Daily Quests, popup queue, notifications, LiveOps) into the studio's shared Core framework used by all games.
- Optimized game performance: memory usage, frame-rate stability and level load times.
- Automated routine development work with AI pipelines: project documentation, task breakdown and autonomous ticket execution, code review against team rules, and on-device SDK and analytics checks.
- Built AI commands that generate marketing creatives (UA video ads and playables) from a running game.

Playtika — Unity Developer 06/2024 – 08/2025 · Warsaw, Hybrid

Project: Solitaire Grand Harvest

- Improved and maintained legacy architecture, enhancing system reliability and performance.
- Designed scalable architecture for new features.
- Developed a custom A/B testing solution and analytics data collection pipelines.
- Wrote unit and integration tests; supported production and on-call rotations.

Belka Games — Unity Developer 05/2022 – 05/2024 · Remote

- Developed mobile games from concept to release and supported live operations, including Roger That: Merge Adventure!
- Implemented modular architecture, core gameplay and meta features, and internal tools (level editors, debug utilities).
- Integrated third-party SDKs (analytics, ads, IAP) and set up iOS and Android build pipelines.
- Optimized performance: memory usage, rendering cost and frame-rate stability.

iTechArt Group — Unity Developer 10/2021 – 05/2022 · Warsaw, Hybrid

Project: Cashman Casino

- Refactored large parts of a legacy Unity application and significantly increased unit and integration test coverage.
- Extended an internal integration-testing tool that runs real Zenject installers to simulate real-world scenarios.
- Did regular code reviews and improved memory management and asset handling.
- Mentored junior developers on coding practices and architecture.

APM2 Studio — Unity Developer 01/2021 – 10/2021 · Minsk

Prototyped and shipped 5+ hyper-casual games: gameplay, UI, animations and particle effects, ad and analytics SDKs, and reusable architecture across projects.

Program Solutions Plus — Java Developer 10/2020 – 01/2021 · Minsk

Built multithreaded business features for a microservice web application (Java, Spring).

Freelance — Software Developer 05/2019 – 10/2020

Hyper-casual prototypes and small web applications in indie teams.

SKILLS

Engine: Unity (URP), C#, UI systems, animation, particle systems, Addressables, Shader Graph, editor tooling, performance optimization

Architecture & testing: HMVC controllers, VContainer, Zenject, UniTask, ECS (Entitas, LeoECS), MVVM/MVP, NUnit, NSubstitute, TDD

AI & agents: Claude Code, Matt Pocock's agent skills, agent skills and hooks, multi-agent pipelines, MCP, Python

LiveOps & data: LiveOps events, A/B testing (GrowthBook), remote config, analytics (Amplitude), REST

Other: SQL, Git, GitHub Actions, Agile/Scrum

LANGUAGES

English (B2) · Polish (B2) · Russian (native)

EDUCATION

Belarusian State University of Informatics and Radioelectronics — Bachelor's degree, Information Systems and Technologies in the Gaming Industry · 2018 – 2022