



Lemeshev Artem

Unity3d Developer

12+ years Unity (commercial)

Unity developer and Tech Lead with hands-on experience in building mobile and WebGL games end-to-end.

I specialize in client-side architecture, gameplay systems, and performance optimization in Unity, while also working on backend services using ASP.NET Core.

Experienced in leading development teams and delivering scalable, maintainable products.

Career Summary

Air-Raid Alerts

FEBRUARY 2022 - NOW

Real-time air-raid alert map and API for Ukraine: versioned API, background ingestion, realtime delivery, interactive web UI and map logic.

Paint By Pixels

OCT 2025 - PRESENT

Indie mobile game focused on relaxation and mindfulness through pixel art coloring.

What I did:

- Solo developer (Unity, C#)
- Designed core gameplay mechanics
- Built backend services and integrations
- Implemented analytics, monetization, and live ops
- Managed App Store & Google Play publishing
- Created marketing assets and localization

Sleepagotchi

NOV 2022 — PRESENT

Dino: Self-Care Buddy

Self-care mobile application focused on emotional well-being and daily routines.

Role: Client-Side Team Lead

- Managed and mentored the client-side development team
- Designed and owned a scalable, extensible architecture focused on long-term maintainability
- Designed and implemented a shared business-logic library reused across client and backend
- Integrated AI-powered services into the client application
- Ensured consistency, performance, and code quality across the project
- Collaborated closely with backend, product, and design teams

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Education

BACHELOR OF ENGINEERING:
Computer System Networking and
Telecommunications, 07/2017
Khmelnytsky National University,
Khmelnytsky, Ukraine

Skills

- C#,Unity
- ECS,OOP
- Git
- UDP/TCP, REST
- ASP.NET Core
- SWITFT
- Code & Graphic Optimization
- Virtual Reality (VR)
- Mobile & Console development
- Team Leadership
- Redis
- PostgreSQL
- AWS
- Docker

Sleepagotchi

NOV 2022 — PRESENT

Sleepagotchi (App)
Sleep tracking app combining health data with game mechanics to motivate better sleep habits.

Role: Client-Side Team Lead

- Managed and mentored the client-side development team
- Designed and owned a scalable, extensible client architecture
- Integrated Apple Health and Google Health services for sleep data
- Implemented gamification systems driven by real sleep metrics
- Ensured performance, reliability, and data consistency
- Collaborated closely with backend, product, and design teams

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Sleepagotchi LITE

Idle card game set in the Sleepagotchi universe, built as a Telegram Mini App.

Role: Client-Side Team Lead

- Led development of the Unity WebGL client for Telegram Mini Apps
- Designed and owned a scalable, extensible client architecture
- Designed and implemented core gameplay and idle card mechanics
- Adapted gameplay systems and UI for WebGL and in-chat usage constraints
- Integrated Telegram Mini App APIs, including platform-specific flows
- Integrated third-party payment services within the Telegram ecosystem

UkrEnergo

SEP 2024 — FEB 2025

Backend platform and administrative system built for Ukrenergо dispatchers and operational staff.

- Designed and implemented backend services for mobile applications
- Built and maintained REST APIs using ASP.NET Core
- Developed a full-featured admin panel for dispatchers and administrators
- Implemented backend business logic and operational workflows
- Designed role-based access control and permissions
- Ensured reliability, security, and maintainability