

Egor Tomashin

Unity Developer | Founder of GORYNED

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SUMMARY

Unity Developer with more than 10 years of hands-on experience since 2016, specializing in C# development, game development, AR/VR/XR, complex high-performance interfaces, and real-time data processing and visualization.

PROFESSIONAL EXPERIENCE

Jan 2022 - Present SensorEdge | Lead Unity Developer

Development and maintenance of a high-performance iOS application built with Unity for sports pressure-mapping systems. Work includes high-frequency sensor data processing, synchronized video, biomechanical metrics, flexible recording workflows, responsive UI with Unity UI Toolkit, interactive visualization, reliable data handling, and performance optimization on iPhone and iPad.

Mar 2022 - Jan 2023 Grand Mobile | Unity UI Developer

Development of a modern mobile UI for a GTA RP project in Unity, including phone-style menus, HUD, smartphone interface, inventory, chat, maps, vehicle controls, and roleplay panels optimized for touch interaction.

Feb 2021 - Nov 2021 TWO B SOFT | Unity Developer

Development of mobile games from scratch in Unity, including a collectible card game and a Tamagotchi-style virtual teenager simulator. Responsibilities covered game design, core mechanics, UI/UX, animations, monetization, mobile optimization, and project-lead work.

Sep 2020 - Nov 2020 Earworm Studio | Unity Developer

Full-cycle development of a match-3 puzzle game in Unity from a ready-made template, with new gameplay elements, custom mechanics, level design, UI/UX, monetization systems, and mobile optimization.

PROFESSIONAL EXPERIENCE (CONTINUED)

Apr 2020 - Oct 2020 Magic Quick | Unity AR Developer

Development of interactive 3D educational game modules for large-scale augmented-reality projects using Unity and AR Foundation.

Jul 2020 - Sep 2020 AdStarter | Unity Developer

Development of simple mini-games in Unity.

TECHNICAL SKILLS

- Unity Engine & C# - since 2016
- Unity UI Toolkit / uGUI - complex, high-performance interfaces and custom controls
- AR/VR/XR development - AR Foundation, ARKit, ARCore
- 3D mathematics - linear algebra, Unity physics, quaternions, vector operations
- Real-time high-frequency data processing, mathematical modeling, and advanced visualization
- Performance optimization
- Programming principles and patterns

TOOLS & ROLES

Tools: Unity Engine, GitHub, Figma, JetBrains Rider

Roles: Unity Development, Game Design, Project Management

Languages: Russian (Native), English (Intermediate)

EDUCATION

2018 - 2022 Moscow Polytechnic University - Bachelor's Degree in AR/VR development, Moscow, Russia

2014 - 2018 Lyceum #1557 - Physical and mathematical direction, Zelenograd, Moscow, Russia

2007 - 2014 School #27 - General education, Mytishchi, Russia

CERTIFICATIONS

July 4, 2022 - Moscow Polytechnic University - Bachelor's Degree in AR/VR development

December 4, 2021 - University of Alberta / Coursera - Object-Oriented Design

SELECTED PROJECTS

- EmbrAlon - AI-First Engineering System (GORYNED)
- SensorEdge App - real-time sports pressure mapping and high-speed video
- Unity SDK - modular reusable Unity Package Manager SDK
- Find Pi - mathematical unit-circle quiz game