Egor Tomashin

Unity Developer | Founder of GORYNED
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SUMMARY

Unity developer working with C# since 2016, with experience in games, AR/VR/XR, complex interfaces and real-time data processing and visualization.

PROFESSIONAL EXPERIENCE

Jan 2022 - Present SensorEdge | Lead Unity Developer
Lead Unity development for the sports-analysis application, combining live sensor data, biomechanical metrics and synchronized high-speed video.

Mar 2022 - Jan 2023 Grand Mobile | Unity UI Developer
Built touch-first Unity interfaces: HUD, smartphone, inventory, chat, maps, vehicle controls and roleplay panels.

Feb 2021 - Nov 2021 TWO B SOFT | Unity Developer / Project Lead
Developed a Unity collectible card game with gameplay systems, UI, multiplayer and backend integrations. Developed a Unity virtual-life simulator.

Sep 2020 - Nov 2020 Earworm Studio | Unity Developer
Expanded a Unity match-3 game with custom mechanics, levels, UI/UX, monetization and mobile optimization.

PROFESSIONAL EXPERIENCE (CONTINUED)

Apr 2020 - Oct 2020 Magic Quick | Unity AR Developer

Developed interactive 3D educational modules in Unity and AR Foundation. Developed a Unity augmented-reality application.

Jul 2020 - Sep 2020 AdStarter | Unity Developer

A set of lightweight Unity mini-games built for advertising-focused interactive experiences.

CORE SKILLS

- Unity
- C#
- Mobile
- AR / VR / XR
- High-Throughput Data Processing
- Game Development
- AI-First Engineering

EDUCATION

2018 - 2022 Moscow Polytechnic University - Bachelor’s degree in Information Systems and Technologies; specialization in Augmented and Virtual Reality Technologies, Moscow, Russia
2014 - 2018 Lyceum #1557 - Physics and mathematics track, Zelenograd, Moscow, Russia
2007 - 2014 School #27 - General education, Mytishchi, Russia

CONTACT

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