

ALEKSANDR KOSINKO

Software Engineer (C# / Unity / .NET)

Portfolio: <https://starblakout.github.io/Portfolio/>

Email: aleksandr.v.kosinko@gmail.com

Phone: (+48) 883 271 845

Location: Rzeszow, Poland



Summary

Software Engineer (C# / Unity / .NET) with 5+ years of commercial experience (7+ total). Shipped and supported 15+ projects across mobile, consoles (Nintendo Switch, PS4/PS5) and PC. Strong in data-driven systems, performance/stability, live ops, and SDK/plugin development. Comfortable owning features end-to-end and collaborating cross-functionally.

Skills

- **Core:** C#, Unity, .NET (7 years total, 5 commercial)
 - **Programming Languages:** C# (core), C++ and Java (working knowledge)
 - **Architecture:** OOP, SOLID, design patterns, data structures & algorithms, data-driven configs (ScriptableObjects, JSON, XML)
 - **Web / Backend:** ASP.NET Core, REST APIs, WebSockets
 - **Unity:** gameplay loop, scripting, animation, particles, materials, UI, pathfinding
 - **Tools / DevOps:** Git, SVN, CI/CD pipelines (builds + releases)
 - **Data (working knowledge):** SQL
 - **Platforms:** Android, iOS, Nintendo Switch, PS4/PS5, PC (Steam, Epic Games Store); porting & releases
 - **Third-party Unity tools:** Zenject, DOTween, LeanTouch, DoozyUI, Photon PUN2
 - **Integrations:** ads, analytics, third-party SDKs/libraries
 - **Cloud (AWS, working knowledge):** S3, Elastic Beanstalk, DynamoDB, Amplify
 - **Mobile tooling:** Android Studio, Xcode
 - **Additional engines (working knowledge):** Unreal Engine and Godot
 - **3D / Art pipeline (working knowledge):** real-time rendering pipelines; Blender, Maya, ZBrush, Photoshop
 - **Languages:** Ukrainian (Native), English (Advanced), Polish (Advanced), Bulgarian (Basic)
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Experience

Treasure Play

Unity Developer, Full-time

Jul 2024 – Feb 2026, Remote (Singapore)

- Development for mobile titles and platform features.
- Built a plug-and-play Unity monetization plugin, enabling fast and consistent platform integration across teams. Also adopted by external partners.
- Implemented backend changes (from small fixes to full end-to-end features) supporting the app and services.

Simplicity Games

Unity Developer, Full-time

Apr 2021 – Jul 2024, Hybrid (Rzeszow, Poland)

- Shipped titles across Android, iOS, Nintendo Switch, PlayStation, and PC; collaborated with publishers on release requirements.
- Built and iterated on prototypes; productionized successful concepts into full features/systems.
- Supported live titles: troubleshooting, bug fixing, and delivering updates post-launch.

Recommendations

References available on request. Full recommendations can be found on my LinkedIn:
<https://www.linkedin.com/in/aleksandr-kosinko/>

- **Alex Arias - CEO & Co-Founder, Treasure Play:** “Exceptional engineer with deep Unity expertise and strong ownership; trusted with end-to-end features including deployment; delivered with speed, quality, and clarity.”
 - **Andreas Risberg - Co-Founder (COO/CPO), Treasure Play:** “Proactive, agile engineer who thrives in fast-paced environments and consistently rises to new challenges to solve complex problems.”
 - **Sam Alonso - Tech Lead, Whatapp:** “Great Unity dev with a strong problem-solving mindset; picks things up fast, adapts easily, and brings useful insights to the team.”
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Selected Projects & Contributions

More of my contributions, with links and descriptions, are available in my portfolio:
<https://starblakout.github.io/Portfolio/>

Treasure Play

- **Plug-and-play Unity monetization plugin:** Owned plugin design and development; delivered quests + ads functionality for Unity games.
- **Summoner's Siege (Mobile):** Delivered and polished gameplay systems and core game features.
- **Treasure Play platform app:** Contributed to research, design, and implementation of the gamified platform app.

Simplicity Games

- **Brain Show: Party Quiz:** Co-developed from the ground up; platform-specific work for Nintendo Switch, Steam, Epic Games Store, PS4, and PS5.
 - **Punch Bob:** Live ops on Android/iOS: bug fixes, feature updates, and publisher coordination (Azur Games).
 - **Volleyball Challenge:** Stability improvements, ongoing maintenance and new features.
 - **The Real Juggle:** Shipped new features under publisher supervision (Lion Studios).
 - **Speedway Heroes:** Bug fixing, code refinement, and feature development.
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Education

University of Information Technology and Management in Rzeszow

Bachelor of Engineering, Information Technology

Oct 2019 - Mar 2023

Taras Shevchenko National University of Kyiv

Associate's degree, Software Development

Sep 2015 - Jun 2019

Links

- LinkedIn: <https://www.linkedin.com/in/aleksandr-kosinko/>
- Portfolio: <https://starblakout.github.io/Portfolio/>
- My solo game: <https://starblakout.github.io/ImmortalCrusade/>
- GitHub: <https://github.com/sTarBlakout>
- Itch.io: <https://starblackout.itch.io/>
- Sketchfab: <https://sketchfab.com/sTarBlakout>