

Arthur Bais

Unity Developer

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PROFESSIONAL SUMMARY

Unity Developer with over a year of commercial experience and over 20 completed client projects on Fiverr, ranging from mobile prototypes to full-scale PC titles. Skilled at building gameplay systems, optimizing performance, and delivering polished results across multiple platforms.

WORK EXPERIENCE

Senior Unity Developer (Contract)

[Lunheim Studios](#)

August 2025 - present

- Working on an unannounced title.

Freelance Unity Developer

[Fiverr](#)

May 2025 - present

- Delivered more than 20 diverse Unity-based projects with an average 4.9/5 client rating.
- Built gameplay prototypes and custom systems from scratch based on unique client requirements.
- Managed multiple projects simultaneously with clear communication, timely delivery, and consistent client updates through all stages of development.

Unity Developer

Outta Range Games, [Crystal Overdrive](#)

January 2024 – January 2025

- Developed core game mechanics, iterated based on game designer's feedback, and created editor tools to streamline game balancing and feature implementation.
- Conducted performance testing and code refactoring, memory allocations by 90% and increased frame rates by 50%.

EDUCATION

Bachelor's Degree in Computer Science

State College of Intellectual Technologies and Communications, Odesa, Ukraine

Graduated June 2020

TECHNICAL SKILLS

- Unity C#
- Git
- Photon PUN, Photon Quantum, Netcode for GameObjects, Mirror
- DOTween, UniTask, Addressables

LANGUAGES

- Ukrainian: Native
- English: Fluent (C2)