



Alexander Travkin

Tech Lead / Team Lead / Lead Fullstack Developer

Saint Petersburg · Remote / hybrid

Telegram @aleverdes

aleverdes.alex@gmail.com

Preferred contact method

Email

Employment

Full-time

Work experience

12 years 3 months

About me

12+ years in software development. I lead teams and launch products from scratch. I hire and develop engineers, define architecture, and take responsibility for delivery timelines and quality. I stay hands-on, writing code and solving complex technical challenges across frontend and backend.

Work experience — 12 years 3 months

September 2023

— September
2026

3 years 1 month



KowiyGames LLC

kowiygames.com

Lead Software Engineer

Craftix is an open-world MMO with terraforming and procedural generation, similar to Minecraft. The product included a Unity client, a real-time game server, backend services, an internal web platform for game management, and analytics and server infrastructure. DAU: 1,500; peak CCU: 200.

- Led the development team: set priorities, assigned areas of responsibility, and took ownership of delivery timelines and implementation quality.
- Set the project's technical direction: worked with the team on architectural decisions, conducted code reviews and tackled complex engineering challenges.
- Established development processes from estimation and planning through to release; aligned priorities, timelines and dependencies with game designers, artists, QA and management.
- Owned developer hiring and growth: recruited people to meet the project's needs, set individual development goals and provided regular feedback in one-to-ones and on completed work.
- Developed and maintained internal web platforms and CMS tools using React and TypeScript for game content management and live operations, including configuration, visual settings and in-game event launches.
- Designed the product architecture and interactions between the client, game servers, backend services and web tools.
- Developed the Unity client, real-time game server and backend services; maintained client-server multiplayer networking using ENet.
- Worked on low-level code and maintained a fork of DOTS modules.

Core technologies

React, React Hooks, Redux Toolkit, TanStack Query, Vite, JavaScript / TypeScript, HTML, CSS, REST API, .NET, ASP.NET Core, C#, Unity, ECS, DOTS, Zenject, LeoECS Lite, ENet, NUnit, WebSockets.



Craftix: Block & Craft

Google Play



November 2022
— September
2023
11 months



31 Labs / Space Ball

sidequestvr.com

Software Engineer / Tech Lead

Space Ball is a competitive multiplayer VR game. We built an MVP in two months and launched an open alpha. Over 7,000 users; peak DAU: 300.

- Led the development team from the start of the project; organized work on the MVP and, together with the team, brought it to open alpha in two months.
- Owned the architecture and key technical decisions, combining team leadership with hands-on development of the Unity client, real-time server and backend services.
- Managed development priorities and planning: assigned tasks, tracked progress and coordinated developers, 3D artists and marketing.
- Hired and developed engineers, conducted code reviews, set implementation quality standards and worked with the team on complex technical challenges.
- Built the VR game from scratch, including client functionality, game architecture and integrations with backend services.
- Designed real-time state synchronization between clients.
- Set up Firebase to store and retrieve user and game data.
- Implemented product flows including onboarding, user sessions, multiplayer flows and interactions with core gameplay.
- Defined the roadmap and analyzed user behavior.
- Grew the game community and published the game on the Oculus Store.

Core technologies

C#, .NET, Firebase, REST / API integrations, realtime networking, event-driven architecture, Photon Realtime, ECS, Unity, OpenXR.



Space Ball

Meta Quest



April 2019
— December 2022
3 years 9 months



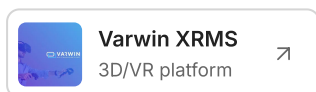
Lead Software Engineer

Varwin XRMS is a low-code platform for building 3D/VR projects. The product included an Electron/React desktop application (CMS), a Unity client, backend services, a marketplace and a Unity SDK. The platform is used by over 3,000 educational institutions, 24,000 students and 1,500 teachers.

- Led Unity development, taking responsibility for team organization, technical evolution and implementation quality across the platform's Unity components.
- Made architectural decisions, conducted code reviews and owned performance and memory usage, combining technical leadership with hands-on development.
- Established planning and development processes within the Unity team, assigned responsibilities, and aligned technical decisions, timelines and dependencies with other product teams.
- Owned hiring and professional growth for Unity developers: set development goals, held one-to-ones and provided specific feedback on technical decisions and work outcomes.
- Reduced tool loading times by more than a factor of 3 and cut memory usage in mobile applications by a factor of 2.5 on average.
- Developed and maintained platform interfaces using React, TypeScript and Electron.
- Integrated the frontend with the Unity client and backend services through APIs.
- Developed WebGL applications and web integrations.
- Contributed to backend services written in Go.
- Developed the Unity client, platform tools in C# and VR applications built on Varwin.
- Designed the architecture connecting the frontend, backend and desktop/Unity components.

Core technologies

React, Electron, Webpack, JavaScript / TypeScript, HTML, CSS, WebGL, Go, REST API, GraphQL, RabbitMQ, Unity, C#, OpenXR, AR Foundation, SteamVR, Oculus SDK, WebSockets.



July 2015
— March 2019
3 years 9 months



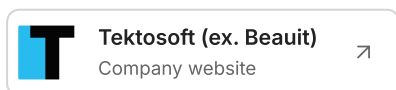
Software Engineer

Custom development of websites, mobile applications, games, AR/VR and interactive experiences. One product, a social media marketing tool, reached 30,000 users with 1,500 DAU.

- Handled the full development cycle, from UI/UX and Photoshop mockups to layout and JavaScript functionality, using jQuery/AJAX, HTML/CSS, SCSS/PostCSS and Jade/Pug.
- Developed a CRM for a marketing platform and social media marketing tools.
- Built a React Native MVP for a freight transportation mobile application.
- Built applications with WPF, Unity and Xamarin, implemented .NET/backend functionality and integrated databases.
- Developed 2D/3D games, interactive presentations and AR/VR applications for iOS, Android and desktop using Unity, Vuforia, OpenCV and face tracking.
- Developed a C# service for parsing Excel files using configurable Regex profiles.

Core technologies

JavaScript, React, React Native, jQuery, AJAX, HTML/CSS, SCSS, PostCSS, Jade/Pug, Grunt/Gulp, C#, .NET, Xamarin, Unity, Vuforia, OpenCV



July 2014
— June 2015
1 year



ArPoint

www.arpoint.ru

Unity Developer

Developed and published mobile AR applications using Unity and Vuforia.

- Developed and published AR applications for iOS and Android using Unity and Vuforia.
- Built a Marmoset Skyshop plugin that generated reflection maps from the mobile camera feed and displayed them in AR scenes in real time.
- Modified Vuforia 3 to run AR projects on Windows, Linux and macOS desktops.
- Wrote high-performance surface shaders for mobile devices, including blur and automatic white balance based on camera images.
- Developed an OpenStreetMap plugin for Unity.

Core technologies

Unity3D, C#, Augmented Reality (AR), Vuforia, Marmoset Skyshop, ReSharper, OpenStreetMap.



ArPoint

AR and interactive experiences



Languages

-  Russian — Native
-  English — B2 — Upper-intermediate

Higher education



ITMO University

Saint Petersburg · September 2013 — August 2017

Infocommunication Technologies and Communication Systems

Professional development



ScrumTrek

Moscow

October 2019 · 1 month

Business Value Analysis ICP-BVA

Business analysis



ICP-BVA certificate

ICAgile



Additional information

Date of birth	21 May 1996
Citizenship	Russia
Work authorization	Russia
Relocation	Not open to relocation
Business travel	Open to business travel