



RUBEN POP

UNITY DEVELOPER

Unity developer with ~5 years of experience building gameplay systems, tools, and complete game loops across PC and mobile. Comfortable owning a project end to end, from core mechanics to shipped, published builds.

EXPERIENCE

FREELANCE UNITY DEVELOPER

Upwork

Since 2026

- 100% Job Success Score, 5.0 average rating, Upwork *"Rising Talent"* badge
- *"Fast execution, clear communication, and strong prototype delivery."* — Upwork Client, Lead Unity Developer, Marble Racing Prototype

PC GAME DEVELOPER

Indie

Since 2023

- Developed gameplay features and core game systems for larger indie titles as part of a small, multidisciplinary team
- Optimize game performance, profiling CPU/GPU usage and resolving bottlenecks for smooth frame rates

MOBILE GAME DEVELOPER

Indie

Since 2021

- Developed and published multiple mobile games on Google Play using Unity, from prototype to release
- Implemented core gameplay systems and features through C# scripting and Unity tooling
- Integrated basic monetization strategies (such as in-app purchases or ads) aligned with mobile free-to-play models

+40758938968

hello@rubenpop.dev

Bucharest, Romania

rubenpop.dev

SKILLS

- Unity & C#
- Gameplay Programming
- Systems Design
- Google Play Services Integration
- Monetization (Ads & IAP)
- Rapid Prototyping
- Git / Version Control
- Strong Communication

EDUCATION

BSc Game Engineering (Hons)
ECHO School, Romania
2025 – Present

Game Design Course
Game Dev Academy, Online
2024

LANGUAGE

English
Romanian