

Gerc Vadim

Lead Game Develover



About me

For over seven years, I have developed and launched digital products and games, from prototypes and core mechanics to scaling, optimization, and release management.

I combine hands-on development with technical leadership: I make architectural decisions, plan work, conduct code reviews, and help the team deliver results.

I improve development efficiency with AI by building workflows for evaluating technical approaches, creating prototypes, delegating specific tasks, and validating results.

My strengths are systems thinking, ownership, and initiative, which help me drive projects forward and achieve key business goals.

Work experience

- Dev It Easy

July 2024 — Present

Tech Lead:

 - Design the architecture of games and applications, implement user logic and core mechanics, and integrate animations, visual assets, audio, and other game content.
 - Develop backend modules, work with game mathematics, third-party APIs, and integrations, and maintain scalability, stability, and code quality.
 - Coordinate team development: assign areas of responsibility, align decisions across developers, game designers, and artists, and guide products through release.

Result: Developed and launched **4 successful games** for a client in **less than a year**.
- Casual Verse (Mobile)

June 2022 — June 2024

Lead Game Developer:

 - Developed the studio's original games and client projects, from architecture and gameplay mechanics through release. Created prototypes to test ideas and present them to publishers.
 - Integrated advertising and analytics SDKs, in-app purchases, cloud saves, and social features. Developed multiplayer modules, optimized builds, and set up release pipelines.
 - Broke down tasks, estimated timelines and risks, conducted code reviews, and mentored junior developers.

Result: Developed **2 commercial client projects**, released **3 games**, and created **more than 10 game prototypes**.

Contacts

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in <https://www.linkedin.com/in/vadingerc>

Employment:
Full time, remote working
Relocation possible

Portfolio

Games and products - <https://www.vadingerc.tech>

Skills

- HTML5
- JS / TS
- Node.js
- PixiJS
- Three.js
- Phaser
- Vue.js
- Unity
- C#
- .NET
- Spine 2D
- SQL

Languages

Russian C2 - Proficiency

English B2 - Upper Intermediate

■ Unity Asset Store

September 2018 — May 2022

Unity Developer:

- Developed game frameworks and tools for Unity, including game systems, editor extensions, UI/UX, multiplayer modules, and cross-platform solutions.
- Planned and executed product development strategies based on analytics and audience feedback.

Result: Designed and developed **3 products** that remained **bestsellers** for several years.