

Sergei Ignatenko

Senior Unity Developer | Game Servers at Scale | 15 Years of Experience

📍 Herceg Novi, Montenegro ✉️ sergei.ignatenko@cbse.dev 🌐 sergei-ignatenko

Experience

MyTona, Senior Unity Developer

Auckland, New Zealand

Designed and operated large-scale multiplayer infrastructure and authoritative game servers for mobile titles, supporting global matchmaking, AWS GameLift deployments, and live production systems serving thousands of concurrent players.

Feb 2017 – May 2025

8 years 4 months

- Supported **~11,000 CCU** with global infrastructure across **6 AWS regions**
- Designed and implemented authoritative multiplayer server architecture migrating the project from early P2P networking to dedicated servers on **AWS GameLift**
- Integrated **AWS GameLift + FlexMatch** queues with a custom matchmaking service layer;
- Reduced average **matchmaking time 23s → 11s** using slot reservation and backfill;
- Ported server infrastructure with **Agones + OpenMatch** to run in container environments provided by hosting partners;
- Wrote **Jenkins pipelines**, supporting multiple environments and automated game server builds;
- Implemented telemetry and analytics systems, sending gameplay and tech metrics to **Firestore, Amplitude, Unity Analytics**, and internal dashboards;
- Created crash reporting integrated with **Firestore Crashlytics** and **Unity Cloud Diagnostics**
- Developed **Unity Editor tools** for designers and LiveOps, including progression editing, matchmaking rules management, and remote configuration workflows;
- Built a **spectator client for esports**-style viewing, supporting camera control, player switching, and cinematic camera paths;
- Built a distributed **load-testing** system using **AWS ECS**, allowing large-scale automated player simulation;
- Operative team member, provided first response to production incidents and critical system stability issues.

QuadCom Interactive, Unity Developer

Moscow, Russia

Developed and maintained social games and applications built with Unity, including a 3D security system module with C++ integration, improving performance, fixing critical issues, and delivering custom tools for content workflows.

Jan 2016 – Oct 2016

10 months

- Maintained and extended a legacy **WebGL** Hidden Object game built with **Unity**, resolving gameplay and UI soft-lock issues and stabilizing the production codebase;
- Reduced initial **game loading time 40s → 12s** seconds by redesigning the asset loading pipeline and implementing staged resource loading using **AssetBundles**
- Built custom **Unity Editor tools** for game designers, enabling batch configuration of interactive objects and significantly accelerating content creation workflow;
- Sole developer of a visualization and configuration module for an enterprise security monitoring platform.

Multidimensional Technologies, Unity Developer

Developed 10+ Augmented Reality mobile apps (Unity, Vuforia, NoesisGUI) featuring image recognition, multimedia overlays, panoramic photo/video environments, visualization of 3D scans and ArchiCAD building models.

Yakutsk, Russia
Sept 2012 – Sept 2015
3 years 1 month

Dango Games, Software Developer

Took part in a year-long development of a 2.5-hour playable demo. Contributed to gameplay systems, rendering, and VFX using C++, OpenGL, and WinAPI. Delivered a polished demo presented to investors.

Yakutsk, Russia
Feb 2011 – Mar 2012
1 year 1 month

Projects

Outfire: Battle Royal Shooter

The fast-paced top-down mobile battle royale shooter where players compete in squad-based matches, using hero abilities and tactical combat to outlast opponents and win the match.

MyTona
Sept 2021 – May 2025

Manastorm: Arena of Legends

Multiplayer arena brawler featuring 3v3 team battles between spell-casting heroes with progression-based abilities.

MyTona
Feb 2018 – Aug 2021

Exowars (Prototype)

Prototype of a multiplayer mobile shooter about exoskeleton combat and heavy weapon systems, supporting 8v8 team battles and free-for-all modes with a peer-to-peer networking architecture for both internet and LAN matches.

MyTona
Feb 2017 – Jan 2018

Вероника. Беглянка

Browser hidden object game developed in Unity and distributed through social networks such as VK and Facebook. The project was based on the Russian TV series Veronika and adapted its narrative and visual style into a casual puzzle experience.

QuadCom Interactive
Feb 2017 – Jan 2018

Shimmering Kingdom (Prototype)

A Hidden Object adventure prototype inspired by classic casual titles from Alawar.

Dango Games
Feb 2011 – Mar 2012

Skills

Social: Strategic Negotiations, Risk Mitigation, Task Planning, Conflict Resolution

Game Development: Unity, Photon, UNet, Mirror, FMOD

Cloud Infrastructure: AWS GameLift, AWS S3, AWS SNS, AWS CloudFront

CI/CD: Jenkins Pipelines, Bash, Powershell, Fastlane, Multi-platform builds

Metrics & Monitoring: AWS CloudWatch, StatsD, ProcD, Prometheus, Grafana

Containerization: Agones, OpenMatch, AWS ECS, AWS ECR, Docker, Kubernetes (k8s)

Coding: C#, C++, Python

Education

BS North-Eastern Federal University, Information Technologies

Yakutsk, Russia
Sept 2009 – May 2013

Languages

Русский: Native (C2)

English: Professional Working Proficiency (C1)

Srpskohrvatski: Limited Working Proficiency (B1)