

MAXIM BALASHOV

Phone: +373 76 050 372

e-mail: maximilian280806m@gmail.com

Location: Moldova

WORK EXPERIENCE

Feb 2026 - Present

Unity Developer, Be Nice Games (Montenegro)

Playable ads development for large businesses.

- Developed and maintained reusable Unity templates for playable ads and implemented features across ~20 projects.
- Created internal Unity tools for adaptive UI and Spine animation previewing, adopted by 5–8 developers.
- Used Claude Code to develop release-ready playable ads in JavaScript
- Created technical documentation for other developers covering recurring playable-ad workflows, including localization and Luna / Unity Playworks compatibility.

Jun 2024 - Jan 2026

Unity Developer, Work Point (Moldova)

Studio developing and publishing its own games for iOS and Android in casual, action, and strategy genres.

- Sole developer of Civilization Wars, independently analyzing an existing game's mechanics and designing their implementation from scratch.
- Developed AI and task systems that allowed game units to react to player actions and the game environment.
- Responsible for persistent save architecture that kept older saves compatible after updates.
- Released and maintained the game on iOS and Android, reaching ~50k Google Play downloads.

PERSONAL PROJECTS

May 2024 - Aug 2024

Wire Up

Game created in collaboration with a 2D artist.

- Developer and game designer, responsible for the project from concept to completion.

EDUCATION

Sep. 2021 - Jun 2025

Computer Technologies College of Odessa

Software Engineering degree

TECHNOLOGY STACK

- SOLID, C#, Java
- DOTween, UniTask, Zenject, Unity Localization, Unity IAP, Mutliplayer, Cinemachine, Spine, UI Development
- Firebase, Facebook SDK, GameAnalytics, Tenjin
- XCode, App Store Connect, Google Play Console, Luna / Unity Playworks
- Claude, Codex
- Git, GitHub, Trello, Asana, ClickUp

PORTFOLIO

- [Civilization Wars](#)
- [Find Sort Match](#)
- [Wire up - Itch.io](#)