Mark Mysak

Unity / C# Programmer — Gameplay, Networking, Systems

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Self-taught Unity / C# programmer focused on gameplay and client-server systems, with a growing backend and networking background in Go. Curious about what happens beneath abstractions — from network protocols and binary data to memory and runtime behavior. Prefers practical experimentation, autonomous problem solving, and building custom tools when existing ones get in the way.

EXPERIENCE

Programming Intern — Rubens Games **Jun 2025 – Aug 2025**

Purrifiers: Cleaning Chaos

Worked on gameplay mechanics, code optimization, and multiplayer integration in Unity. Collaborated with the team through an iterative development process, testing functionality and refining systems based on feedback.

Programming Intern — Rubens Games **Jun 2024 – Aug 2024**

Live in MKS

First professional experience in the games industry. Independently built the project from scratch in Unity: character movement, inventory system, and code optimization. Learned to work with version control and debugging under real project constraints.

HARD SKILLS

Unity / Gameplay Programming **C#** **Go** **Python** **Networking (HTTP, TCP, WebSocket)** **Client-Server Architecture** **Binary Data / Serialization** **Unity Editor Tooling** **REST API** **Performance & Memory Optimization** **Git / Gitea**

EDUCATION

Collegium Da Vinci
Game Development specialization
2023 – 2026

Self-education
Books, documentation, hands-on projects

LINKS

Portfolio: portfolio.wukuu.com
GitHub: github.com/markmysak
GitLab: gitlab.com/mmysak
LinkedIn: linkedin.com/in/mark-mysak

LANGUAGES

Ukrainian	Native
Polish	B1+
English	A2

TOOLS

- Unity
- Firebase
- Git / Gitea

SOFT SKILLS

- Autonomous, ownership-driven work style
- Communication & teamwork
- Pragmatic problem solving
- Attention to detail
- Adaptability

WORKING STYLE

- Prefers clear ownership over tightly coupled teamwork
- Learns through working code and experimentation
- Builds custom tools when standard ones don't fit
- Optimizes after measuring, not before

INTERESTS

- Post-apocalyptic settings
- Hardware & electronics
- Network protocols & binary data

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