

Giorgi Kuridze

Senior Unity Game Developer

📍 Remote / Tbilisi | 📞 +995 571 784 424 | ✉️ kuridze.dev@gmail.com | 🌐 gkuridze.web.app

Professional Summary

Senior Unity Game Developer with 4+ years of experience specializing in rapid prototyping, gameplay architecture, and live-ops for mobile titles. Expert in taking concepts from ideation to high-fidelity builds for major publishers. Proven ability to optimize performance for low-end devices and integrate complex data-driven systems to analyze player behavior.

Core Expertise

- **Unity & C#:** Advanced gameplay mechanics, mobile optimization, and scalable code architecture.
 - **Live Ops & Product:** Feature development for live titles, retention loops, and UI/UX implementation.
 - **Technical Integration:** Full-stack SDK management (Firebase, GameAnalytics, Facebook, TinySauce).
 - **Prototyping:** Rapid iteration cycles, marketability testing, and publisher-specific KPI optimization.
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Professional Experience

Tarboosh Games | Senior Unity Game Developer

Feb 2024 – Present | Remote

- Architecting and maintaining gameplay systems for live puzzle and matching games.
- Implementing scalable live-ops features and iterative content updates to drive player engagement.
- Partnering with product stakeholders to translate data insights into polished technical features.

Dasi Games | Unity Game Developer

Feb 2022 – Jan 2024 | Tbilisi

- Developed 15+ high-fidelity mobile prototypes (Arcade, Idle, Puzzle) for market testing.
- Worked directly with **HOMA Games** to meet strict technical requirements and performance KPIs.
- Built and maintained custom analytics frameworks to track player behavior during testing phases.
- Optimized performance across Android and iOS to ensure clean data during CPI tests.

Stonkers (Independent Team) | Unity Game Developer / Co-Founder

Sep 2021 – Jan 2022 | Tbilisi

- Co-founded a 3-person team to develop and self-publish mobile projects.
- Successfully shipped a title that achieved **100,000+ downloads** in the Georgian market.
- Owned the full technical stack, from core mechanics to store optimization and monetization.
- Collaborated with **Black Room Games** for project-based publishing and distribution.

Black Room Games | Unity Game Developer (Project-Based)

May 2021 – Jun 2022 | Tbilisi

- Developed hyper-casual prototypes for global publishers: **MOONEE**, **Lion Studios**, and **CrazyLabs**.
- Executed rapid 1-2 week development cycles, delivering market-ready builds for CPI testing.
- Focused on high-satisfaction mechanics and "juice" to maximize early-stage player retention.

Education

Business and Technology University | B.Tech in Information Technology

2019 – 2023 | Tbilisi

Technical Toolkit

- **Version Control:** Git (GitHub, Bitbucket, Sourcetree)
- **SDKs:** Firebase, GameAnalytics, Facebook SDK, TinySauce, IronSource
- **Platforms:** iOS, Android, PC