

Andriy Chebanov



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WORK EXPERIENCE

Jul 2025 – Present

Project Tech Lead, CHECKMAT

- Led end-to-end product development from concept to App Store/Google Play release, ensuring platform compliance.
- Architected and implemented scalable matchmaking and social systems (friends, calibration, leaderboard, ladder).
- Optimized build size from 180 MB to 70 MB using compression, Addressables and CCD, improving download speed and player experience.

Aug 2024 – May 2025

Full Stack Developer, PROMOTICH

- Led technical development of a mobile visual novel game from concept to release on Google Play and App Store.
- Built a node-based visual novel engine enabling non-programmers to create stories, characters, dialogs, chapters, storylines, relations and customization.
- Extended the engine with support for two-player multiplayer novels, including structure and flow for synchronous storytelling.

Oct 2023 – Jul 2024

Junior Developer, Blakbird

- Migrated backend from Unity Cloud to PlayFab, including save data, in-game currency and trading systems.
- Integrated Addressables to improve content management and reduce build/update overhead for the Team Fight RPG.
- Refactored quest system using a signal bus and implemented an item upgrade system to support deeper progression.

EDUCATION

Sep 2013 – Jun 2017

Navigation - Bachelor, Azov Maritime Institute NU ONMA

- Specialization in operation and maintenance of navigation equipment and electronic systems.
- Hands-on work with radar, AIS, GPS and electronic chart systems for safe route planning and monitoring.
- Trained to configure, test and troubleshoot shipboard navigation hardware and interpret sensor data for critical decisions.

SKILLS

Tech Skills

Unity • C# • SOLID • UI • Git • Game Development • Monetization • Rest API • Multiplayer • AI Integration • CCD • Optimization • Android Applications Development • IOS Applications Development • A/B testing integration

PROJECTS

Jul 2025 – Present	https://apps.apple.com/us/app/checkmat-chess-online-2d-3d/id6736687441 Unity, C#, PHP, Backend, Machmaking, Monetization, A-B tests, Retention increasing
Present	https://play.google.com/store/apps/details?id=com.Promotich.miaStoriesTogether GPGS, CCD, Notifications, IAP Purchase, Monetization, ADS
Present	https://github.com/Silimon4ikGitHub/ZombieShooter Unity, C#, TPS Controller, Opsive Controller, Proops, Ragdoll
Present	https://github.com/Silimon4ikGitHub/Dice Unity, C#, Photon Network, PUN 2, Photon View, Network Menu
Present	https://github.com/Silimon4ikGitHub/Pool8 Unity, C#, Physics 3D, Sound, Slider, Quaternions, Physics Material, Colliders
Present	https://github.com/Silimon4ikGitHub/FireMan2D Unity, C#, TileMap, UI, Animation, Menu, Scenes, Slider

LANGUAGES

English	C1	Deutsch	A1
Italian	B1		