

Poznań, Poland · CET/CEST (UTC+1/+2)

Rafał Wilkowski

Senior Unity/C# Game Engineer

rafal.wilkowski.gamedev@gmail.com
linkedin.com/in/rafalwilkowski
rafalwilkowski.github.io

Open to work as:
Senior / Lead Unity Engineer - F2P mobile, remote.

6 years
shipping live F2P mobile titles

3 games
developed with integrated AI coding agents

3 engineers
onboarded and mentored

PROFILE

Senior Unity Game Engineer with nearly six years at Orchid Games on three live free-to-play solitaire titles for iOS and Android, shipped on App Store, Google Play and Amazon Appstore.

Started on gameplay and LiveOps, now delivery lead on all three titles: I own architecture, performance, player data and release engineering, and I keep every discipline on one timeline so the build ships. I currently work in an AI-first workflow.

EXPERIENCE Jan 2021 - Present

Senior Unity Developer — Jan 2024 - Present
Unity Developer — Jan 2021 - Dec 2023

Orchid Games · Full-time · Remote from day one

Three live F2P solitaire titles on the App Store, Google Play and Amazon Appstore - a combined 500K+ installs - built by a small fully-remote team. Started on gameplay features and grew into delivery lead on all three titles: I own architecture, player data, the release pipeline and technical direction, and I keep design, art, QA and store requirements on one timeline so the build goes out.

Titles: Solitaire Dreams (live since 2016) · Collector Solitaire (live since 2020) · Solitaire Royals (live since 2022)

- **Technical Leadership:** Architectural decisions and evaluating trade-offs, collaborating with game design to shape solutions within technical constraints. Handled the technical onboarding of three engineers, sharing knowledge of the codebase, architecture, and production processes, alongside regular code reviews. As delivery lead I keep design, art, localization, QA and store requirements on one timeline, so the build goes out on the date.
- **AI Agent Workflows:** Prepared repositories for work with AI coding agents using technical specs, documentation, and established procedures. Agents supported implementation and cross-verification of code, while I was responsible for architecture, product requirements, and evaluating solutions for production readiness.
- **Memory & Assets:** A custom asset referencing system designed around project needs (similar to Addressables), featuring explicit lifecycle control, memory usage control, and background downloading. Minimized loading screens and significantly reduced RAM usage, particularly on low-end devices.
- **Data Architecture:** Player profile migrations on a live player database and handling automated cross-device profile conflict resolution.
- **LiveOps & Monetization:** In-game events, online tournaments with leaderboards, a season pass system, and dynamic, player-segmented IAP offers.
- **Platforms & Release Engineering:** Maintaining and improving the build and release pipeline (Fastlane, Unity Batchmode), integrating third-party SDKs, and implementing platform requirements: ATT, GDPR consent, Apple Privacy Manifests, and account deletion procedures.

SKILLS

Core
Unity 6 · C# · .NET · Mobile game development · iOS · Android · Software architecture · Systems design

Leadership
Technical leadership · Code review · Technical onboarding · Technical documentation · Cross-discipline collaboration

AI-assisted engineering
Claude Code · Agentic workflows · Model Context Protocol (MCP) · Agent-ready repositories

Performance & memory
Performance optimization · Memory management · Profiling · Asset management · Addressables

Backend & player data
Client-server architecture · Data migration · Data synchronization · Firebase

F2P & product
LiveOps · In-app purchases · Monetization · SDK integration · Mobile analytics

Release & platforms
Fastlane (Ruby) · Build automation · App Store Connect (App Manager) · Google Play Console · Amazon Appstore · GDPR · ATT · Privacy Manifests · Git

LANGUAGES

Polish Native
English Working proficiency

EDUCATION

2019 - 2020
Game Dev School
1-year game programming course - three team projects, one as team lead

I consent to the processing of my personal data for the purposes of the recruitment process (art. 6(1)(a) GDPR).