

Ivan Cheremisov

Lead Developer / Software Architect / Indie Developer

PROFILE

Developer and architect with 18+ years in games and apps, about 12 of them leading developers. I design clients and servers, shared game logic and team tooling, and take products from idea to release — every project I have worked on shipped. I build my own products end to end: client, backend, infrastructure and release, with AI agents across the whole development cycle. Open to Lead / Senior roles (Unity, C++) or to working with a publisher.

EXPERIENCE

Founder / Indie Developer

Own products · published by Evrika Games · November 2025 — present

- Word Bubble Associations — The whole product · one month from the first line to release. Built the game solo up to launch: mechanics, monetization, analytics. Since launch, the Evrika Games team has been developing it. Produced 800+ levels and 15K+ words per language. Set up an AI pipeline across the whole development cycle.
100K+ installs · 5.0 rating · 800+ levels in 9 languages · 12 days to the first TestFlight build · Flutter, Dart, Flame, Forge2D, Python
- Glofy — All engineering · from the client to infrastructure. Built the Flutter app with subscriptions and ads. Designed the server pipeline for photo and video generation. Wrote bull-dozer, an open-source workflow orchestration library.
9K+ downloads · 12 App Store versions · ~6.5K generations · 54 s median · ~114K lines of code in four parts · Flutter, Dart, TypeScript, NestJS, React, Redis, PostgreSQL, AWS, Python

Senior Programmer

Playrix · December 2024 — November 2025 · Full-time · Tbilisi · Hybrid

A year in one of the world's largest mobile productions: C++ and an in-house engine after ten-plus years of Unity and AS3. Left to build my own products.

- Gardenscapes — Senior Programmer · live product development. Migrated game events from legacy code to the studio's new platform. Wrote Python tools for migrating event configs. Fixed bugs, integrated art and animations.
500M+ installs · 13M+ Google Play reviews · 3–5 programmers on the team · C++, Python

Senior Unity Team Lead

Lategame Studio · September 2022 — August 2024 · Full-time · Tbilisi · Remote

A new project from scratch to launch: architecture of the Unity client and the logic shared by client and server, plus the client team. Former colleagues invited me to the studio.

- Thesia: Isekai World — Senior Unity Team Lead · from scratch to release. Designed Shared Logic: one codebase for client and server. Led the client team: architecture, planning, code review. Built a bot that plays through the game, plus game-design tools.
10K+ installs · ~5 people on my client team · ~2 years from the start of development to launch · Unity, C#

Senior Software Developer · Team Lead · System Architect

Playkot · June 2010 — August 2022 · 12 years · Saint Petersburg

Over 12 years the company grew from ~10 to ~300 people, and I grew from Club Life's only programmer to architect. Launched four games — Warzone had 3.2M players on VK alone — and created the framework for the studio's next projects.

- Riverside — Lead Developer / Architect · from scratch to release. Designed Shared Logic for the client, server and admin panel. Led client development and monthly releases. Built the map editor, admin panel and CI.
500K+ Google Play installs · 4.4 rating · 20+ people on the project team · 5 client programmers including me · Unity, C#

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- Tropic Storm — Lead Developer / Architect · client and server. Built real-time combat in Flash: navmesh, Theta*, replays. Owned the whole game's architecture, led client and server developers. Built clans with a shared base and an editor for game designers.

2.15M players · ~200 units in a real-time Flash battle · 5 developers: 3 client, 2 server · ActionScript 3, Flash

- Warzone — Lead Developer · from scratch to release. Led development from day one to launch. Grew the Club Life framework into a base for strategy games. Built the editor for quests, maps and localization.

1.6M players in two months after release · ~10 people on the project team · 5 developers: 4 client, 1 server · ActionScript 3, Flash

- Club Life — Senior Developer → Lead Developer · from scratch. Started the game from scratch as the only client programmer. Together with the server developer, handled explosive load growth. Created the framework for the studio's next projects.

2.3M players in the first month · 500K daily players · ~3 months from start to launch · ActionScript 3, Flash

C++ Developer / C# Developer

1C:Ino-Co · May 2008 — April 2010 · Full-time · Krasnodar

PC strategy games published by Paradox Interactive. Took Majesty 2 to release and worked on the early version of the game later released as Warlock. Credited as Ivan Cheremisov.

- Majesty 2: The Fantasy Kingdom Sim — C++ / C# Developer · from mid-development to release. Took the project to release as one of the last two developers. Developed the game UI, fixed multiplayer bugs and memory leaks. Set up CI and the installer build.

72 Metacritic · 1.3K+ reviews · ~10 developers on the team · C++, C#

- Warlock: Master of the Arcane — C++ / C# Developer · early development. Wrote game logic, hero movement and UI for the early version. Worked on C# tools for game designers.

86% positive reviews · 2.6K+ Steam reviews · 3 developers on the team · C++, C#

LEADERSHIP

- Every project I have worked on was taken to release.
- 5–6 developers grew into seniors and leads on my teams.
- Former colleagues invited me to follow them to Lategame Studio; I keep good working relationships with all my past managers.
- Involved in hiring since 2011: hired 20+ developers, client and server.

SKILLS

Languages: C#, C++, Dart, TypeScript / JavaScript, Python, ActionScript 3

Client: Unity, Flutter, Flame, Forge2D, React

Backend and infrastructure: NestJS, BullMQ, Redis, PostgreSQL, Microsoft Orleans, AWS (ECS, S3, CloudFront, DynamoDB), GitHub Actions, GitLab CI, TeamCity

Engineering: client and server architecture, Shared Logic with prediction, deterministic simulation, tooling for game designers, profiling and optimization, CI/CD

AI in development: Claude Code, Codex / ChatGPT, local models (embeddings, classifiers), generative art and music, Replicate, Gemini

EDUCATION

Physics · Kuban State University · 2003–2008 · Crystallography and solid-state physics

Management · Saint Petersburg University of Management and Economics · 2011–2013 · Master's degree

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LINKS

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