

Ivan Murashka

Head of Technology · Unity Technical Lead

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Warsaw, Poland

Head of Technology and Unity Technical Lead with 14+ years in mobile games, from hypercasual to large-scale strategy and social games. I build engineering teams, the shared platform our games run on, and the games themselves. I started as a Unity developer and later led engineering departments at studios including IGG and Playtika.

SKILLS

LEADERSHIP Engineering teams, hiring, mentoring leads, technical standards, delivery
ARCHITECTURE System design, DI / IoC, modular game architecture, networking, C# / .NET
ENGINEERING Unity, gameplay and metagame systems, editor tools, profiling and optimization
AUTOMATION CI/CD, Fastlane, GitHub Actions, shared libraries and templates
AI AI-assisted workflows, Claude and Gemini in daily work, prompt design

EXPERIENCE

Super Banana Studios

Jul 2025 - Present

Head of Technology

Warsaw, Poland

- Building the studio's technology from the start: set the technical direction and built the engineering team from zero, with hiring, technical standards, and development processes.
- Built a shared C# framework and a CI/CD platform so each new game ships on top of one platform. The first game took about four months; the next shipped in about two.
- Brought automation and AI into the whole studio and trained the engineering, art, and level-design teams to use AI in their daily work.

Playtika

Jul 2024 - Jun 2025

Unity Technical Lead

Warsaw, Poland

- Tech lead on Solitaire Grand Harvest (70M+ downloads), a top-grossing casual title: led three feature teams and kept code quality across them.
- Reworked the project and CI: cut domain reload from minutes to tens of seconds, made the test pipeline about twice as fast, and cut pull-request-to-main time from hours to 15-20 minutes.

APPSULOVE

Aug 2020 - Jul 2024

Head of Unity Department

Warsaw, Poland

- Grew the Unity department to 20+ engineers, tech artists, and outsourced developers across several teams with their own leads.
- The teams shipped 20+ casual games on a shared core framework and CI/CD I built and kept extending; set the technical direction for the Magify monetization SDK.

WGAMES

Aug 2019 - Jul 2020

Senior Unity Developer

Toronto, Canada

- Built the meta-games platform for a social slots game and automated the release pipeline from hours of manual work down to about an hour at one button.

IGG

Jul 2016 - Jul 2019

Lead Unity Developer

Minsk, Belarus

- Led the engineering organisation (around 30 engineers across the client and server teams and the company's Chinese office) on Iron Conquest, a large-scale 3D mobile strategy game, while building core systems myself: the network layer, hexagonal-map math, and a visual map editor.

QPie Games

Oct 2014 - Apr 2016

Lead Unity Developer

Minsk, Belarus

- Technical lead of a startup: took a match-3 game from prototype to release on iOS, Android, and PC, writing most of the client and server code.

Steel Monkeys

Oct 2011 - Sep 2014

Lead Unity Developer

Minsk, Belarus

- Lead programmer on an early version of Cooking Fever (Nordcurrent), which later passed 450M downloads; designed the game architecture and built a 2D engine and editor tools on top of Unity.

SELECTED TITLES

My Cat (90M+) · **Solitaire Grand Harvest** (70M+) · **Farm Jam** (25M+) · **Tamadog** (20M+) · **Catapolis** (4M+) · **Hard Rock Neverland Casino** (4M+)

OPEN SOURCE

10 public open-source projects on GitHub.

[Union](#) · [BinaryPrefs](#) · [UniLogger](#) · [Tessera](#) · [iOS-ATT-Localization](#) · [build-number-action](#) · [unity-version-action](#) · [verify-keystore-action](#) · [git-context-action](#) · [HexagonalLib](#) (37★)

SPEAKING

Enterprise-Level Mobile Game Development: Approaches and Strategies

Unity & Playtika Developer Day · Poland 2025. [Event agenda](#)

Education: B.Sc., Belarusian National Technical University **Languages:** English, Russian

Based in: Warsaw, Poland (born in Minsk, Belarus)