

UNITY DEVELOPER

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 Chisinau, Moldova

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 alexro93.weebly.com/portfolio

- Unity
- C#
- Gameplay Programming
- Object-Oriented Programming
- Game AI Systems
- Unity Editor Tools
- Software Architecture
- VContainer (DI)
- UniTask / Async Programming
- REST API Integration
- Shader Graph
- HLSL
- Git
- Nintendo Switch Development
- Localization Support

- English (Professional)
- Romanian (Native)
- Russian (Native)

Unity Developer with 10+ years of experience developing games, training platforms, and interactive applications. Co-founder of Black Mermaid and sole programmer behind Moonscars, a commercially released action-platformer shipped across PC, Nintendo Switch, PlayStation, and Xbox platforms. Experienced in gameplay programming, game AI systems, editor tools, software architecture, and cross-disciplinary collaboration.

Althimis | FeelIT Services

08/2025 - 02/2026

Israel (remote)

Unity Developer

- Contributed to the development of a platform used for training exercises, mission planning, collaboration, and operation readiness workflows.
- Developed editor and content-authoring tools for creating, configuring, and managing modular virtual environments, alongside data-driven systems for content configuration and runtime environment generation.

Black Mermaid

08/2018 - 08/2024

Moldova

Co-Founder, Lead Unity Developer

- Co-founded the studio and served as the sole programmer throughout the development of Moonscars, from prototype to commercial release and post-launch support.
- Owned all technical aspects of the project, including gameplay systems, combat, AI, save/load functionality, tools development, and software architecture.
- Designed and implemented the game's AI framework, powering all enemy behaviors throughout the project, and extended the same node-based architecture to support dialogue trees and scripted event systems.
- Played a key role in project planning, budgeting, milestone preparation, publisher communication, and day-to-day production coordination while providing technical leadership throughout development.
- Shipped Moonscars on PC, Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X|S. Continued supporting the title through two years of post-launch updates and maintenance.

Bully! Entertainment

05/2015 - 05/2017

US (remote)

Unity Developer

- Contributed to commercial AR, VR, mixed reality, educational, and branded entertainment projects, including DreamWorks Color, DreamPlace, and Kellogg's Marvel Civil War VR.
- Developed gameplay systems, UI, AR functionality, and reusable VR tooling while collaborating within multidisciplinary teams on rapid-turnaround client projects.

Bright Games

08/2014 - 05/2015

Unity Developer

Moldova

- Developed casual Match-3 games for PC.

Fruitware

01/2013 - 08/2013

Game Developer

Moldova

- Developed gameplay features and UI systems for a multiplayer mobile game using C++ and Cocos2d.

Moldova State University

2011 - 2014

Bachelor Degree in Computer Science