Nick Meladze-Jaiani

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Summary

Senior UI and Asset Optimization Developer

Experienced Senior Developer specializing in user interface design and performance optimization. Proficient in C# and C++, with extensive experience in Unity and Unreal Engines. Known for building and improving UI systems, managing game resources efficiently using Unity Addressables, and creating editor scripts to automate development processes. Adept at optimizing game assets for smooth performance across platforms and solving technical challenges.

Experience

Senior Unity Developer - UI (Subcontractor)

Program-Ace
Feb 2022 - Present (2 years 3 months)

- Worked on various projects for different clients as a subcontractor, including Haiku, Inc, Mapstar, and GAP.
- Led development efforts, optimized assets, and implemented innovative UI solutions.

GAP **Lead Developer (Subcontractor for GAP)**

Program-Ace
Dec 2023 - May 2024 (6 months)

- Led development and design of software architecture for GAP project.
- Managed tasks for two developers, ensuring workflow efficiency.
- Reviewed and ensured quality of all code commits.
- Designed and implemented user interfaces and game setup.
- Integrated SCORM package for compliant content delivery.
- Developed systems for pop-ups, asynchronous scene loading, and input handling.
- Added features like localization, a minimap, and WebGL optimizations.
- Coordinated with artists, business analysts, and project managers.

Senior UI And Optimization Developer (Subcontractor for Haiku, Inc)

Program-Ace
Feb 2023 - Oct 2023 (9 months)

- Engineered UI System: Developed an advanced UI system based on Unity's default Canvas system. This system allowed users to bind tween animations through Unity's interface without code changes, streamlining the process of enabling/disabling UI panels. This optimization improved performance by enabling/disabling the Canvas component instead of the entire GameObject.
- Asset Optimization: Optimized high-resolution textures for a 2D game by implementing different resolutions for different platforms, reducing build size. Utilized SpriteAtlas to combine textures and further decrease size. Replaced multiple textures with a single greyscale version, applying color through Unity, achieving significant size reduction.
- Unity Addressables: Implemented a dynamic asset loading system using Unity Addressables, optimizing RAM usage and reducing build size for specific platforms.
- WebGL Optimization: Successfully reduced WebGL build size from 2.1GB to 500-700MB through comprehensive optimizations, including texture resolution adjustments and dynamic asset loading.

UI Middle Developer (Subcontractor for Mapstar)

Program-Ace
Feb 2022 - Nov 2022 (10 months)

- Code Refactoring: Consolidated multiple redundant classes into single, cohesive classes, enhancing code maintainability. Refactored large methods into smaller, more readable chunks. Created extension methods to streamline functionalities and improve code readability.
- UI Development: Optimized the UI using Doozy UI Manager, significantly reducing lag and improving performance.
- Performance Optimization: Implemented async/await and predictive loading techniques to handle the app's dependency on cloud data, ensuring a smooth user experience.
- Bug Resolution: Addressed and resolved numerous general and small bugs, contributing to the overall stability and reliability of the application.

Middle Game Programmer

Redberry
Jul 2021 - Jan 2022 (7 months)

- Developed a cryptocurrency-based game integrating digital asset transactions.
- Enhanced game performance using Unity Addressables.
- Designed custom editor tools for development efficiency.
- Conducted thorough testing and debugging for seamless performance.

Junior Programmer

Lemondo
Jan 2020 - Jul 2021 (1 year 7 months)

- Resolved critical bugs enhancing gameplay stability.
- Developed and deployed games across various platforms including PC, Nintendo Switch, and PlayStation.
- Released mobile games for iOS and Android ecosystems.
- Trained new hires, providing guidance in development processes and fostering a collaborative learning atmosphere.

Freelance Developer

Self-Employed

Mar 2019 - Present (5 years 3 months)

- Created ecommerce sites and landing pages using WordPress for local and international clients.
- Developed small games for various clients, showcasing versatility and adaptability.
- Focused on clear communication and collaboration throughout the project lifecycle from concept to completion.

Summer Camp Counselor

YMCA Orange Camp

Jul 2017 - Jul 2019 (2 years 1 month)

- Supervised and trained teens in communication and leadership.
- Organized and led recreational activities.

Apprentice Electrician

AVB Corp.

Oct 2018 - May 2019 (8 months)

- Assisted in designing and installing lighting and audio systems for festivals.

Skills

- Unity
- Unreal 5
- Code Refactoring
- Optimization
- Debugging
- Asset Management
- Unity Addressables
- Cryptocurrency Integration
- Editor Tool Development
- Mentoring
- Unity UI
- Unreal Engine UI

Languages

- **English:** Full professional proficiencyFull
- **Georgian:** Native or bilingual proficiencyNative
- **Russian:** Professional working proficiency

Education

San Diego State University

Bachelor's degree in Computer Engineering
2016 - 2020

Honors & Awards

Winner - DigiEduHack
Nov 2020

- Won 1st Place at the 2020 Regional Digi Edu hackathon with gamification project "ENDER"

Finalist - Quarry Life Award
Dec 2014

- My group was one of the final five.