

Daniil Markelov

Unity Developer
Gameplay Programmer
Deep Reinforcement Learning

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ABOUT ME

I've always loved the process of turning a design concept into something playable and fun – to me, games are the ultimate sandbox. While my background includes training reinforcement learning agents to play games, my core motivation is simply building great game mechanics. I care deeply about game design and how a game feels to play. My goal is to bring these ideas to life smoothly without over-engineering, keeping the focus on creating a great experience for the player.

SKILLS

- Unity, Unreal
- C#, Python
- Git, Github, Bitbucket
- ML-Agents, Tensorflow, PyTorch, Scikit-Learn, RLLib, Stable Baselines
- Physics, Math, Design Patterns, State Machine, Unity Editor, Addressables
- English, French, Russian

EDUCATION

Advanced Diploma in Game Development

CENTENNIAL COLLEGE

Deep Reinforcement Learning Nanodegree

UDACITY

PROFESSIONAL EXPERIENCE

Gameplay / AI Developer

TRANSITIONAL FORMS (FEB 2023 – AUG 2024)

- Developed, maintained, and documented modular C# codebases within Unity for interactive and generative projects.
- Optimized Unity-based simulation and inference pipelines to improve performance, frame rates, and resource utilization.
- Designed and prototyped gameplay mechanics and intelligent agent behaviors, collaborating closely with creative and design teams to refine user experiences.
- Created custom editor-facing tools and utilities to streamline workflow pipelines for designers and artists.
- Implemented flexible architecture solutions capable of adapting to shifting, ambiguous design requirements during active production

Game developer / Programmer

COMET STUDIOS (2020 – 2022)

- Developed core gameplay systems (collectibles, inventory/equipment, wave generation, and progression) for a shipped mobile title on iOS and Android.
- Implemented cloud save functionality and data persistence systems, ensuring reliable player state recovery and progress syncing across mobile devices.
- Integrated and maintained mobile monetization systems and in-app purchase workflows.
- Collaborated with senior programmers to design modular, clean code architecture, ensuring ease of maintenance and feature scaling.
- Worked closely with the design and QA teams to refine gameplay balance, optimize performance for lower-end mobile devices, and resolve critical platform-specific bugs.