



Rafał Wilkowski

Senior Unity/C# Game Engineer

rafal.wilkowski.gamedev@gmail.com · linkedin.com/in/rafałwilkowski · rafalwilkowski.github.io ·
Poznań, Poland · CET (UTC+1/+2) · Remote

PROFILE

Senior Unity Game Engineer with nearly six years at Orchid Games on three live free-to-play solitaire titles for iOS and Android: Solitaire Dreams, Collector Solitaire and Solitaire Royals, shipped on App Store, Google Play and Amazon Appstore.

My background spans from core gameplay and LiveOps to owning architecture, performance, player data, release engineering and technical leadership. I currently work in an AI-first workflow.

Looking for: Senior / Lead Unity Engineer - F2P mobile, remote.

EXPERIENCE

Jan 2021 - Present

Unity Developer

Orchid Games · Full-time · Remote from day one

Three live F2P solitaire titles on the App Store, Google Play and Amazon Appstore - a combined 500K+ installs - built by a small fully-remote team. Started on gameplay features and grew into owning client architecture, player data, the release pipeline and technical direction.

Titles: Solitaire Dreams (live since 2016) · Collector Solitaire (live since 2020) · Solitaire Royals (live since 2022)

- Own client architecture across three live titles: evaluate trade-offs with game design and product, decide what gets built and how, keep the codebase shippable through years of feature work.
- Replaced ad-hoc asset loading with a custom Addressables-like referencing system (explicit lifecycle, memory budgets, background downloads) - removed loading screens and cut RAM on low-end devices.
- Migrated player profiles on the live database across schema changes and built automated cross-device conflict resolution - no data-loss incidents.
- Built the LiveOps and monetization stack: in-game events, online tournaments with leaderboards, season pass, dynamic player-segmented IAP offers.
- Own the build & release pipeline (Fastlane, Unity batchmode) and store submissions for three storefronts; integrated third-party SDKs; shipped ATT, GDPR consent, Apple Privacy Manifests and account deletion.
- Onboarded three engineers (codebase, architecture, production process) and review their work; introduced the team's AI-assisted workflow with specs, conventions and verification gates for coding agents.

SKILLS

Core

Unity 6 · C# · .NET · Mobile game development · iOS · Android · Software architecture · Systems design

Leadership

Technical leadership · Code review · Technical onboarding · Technical documentation · Cross-discipline collaboration

AI-assisted engineering

Claude Code · Agentic workflows · Model Context Protocol (MCP) · Agent-ready repositories

Performance & memory

Performance optimization · Memory management · Profiling · Asset management · Addressables

Backend & player data

Client-server architecture · Data migration · Data synchronization · Firebase

F2P & product

LiveOps · In-app purchases · Monetization · SDK integration · Mobile analytics

Release & platforms

Fastlane (Ruby) · Build automation · App Store Connect (App Manager) · Google Play Console · Amazon Appstore · GDPR · ATT · Privacy Manifests · Git

LANGUAGES

Polish	Native
English	Working proficiency

EDUCATION

2019 - 2020

Game Dev School

1-year game programming course - three team projects, one as team lead