

Alexander Mejda

Game Programmer

Based in: Berlin, Germany

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Hard Skills

Unity/C#

Networked Multiplayer (PUN2)

Performance Optimization

Clean Code

Prototyping

Game Design

Version Control

Soft Skills

Analytical Thinking

Communication

Teamwork

Reliability

German - native

English - proficient

French - intermediate

Personal Project



[A Place Like No \(ASCII VR\)](#)

Profile

Game Programmer with a sharp analytical mind and **4+ years of professional experience developing games in Unity/C#.**

I have a keen eye for clean and maintainable code and a deep understanding of the full game development pipeline. Being a great communicator, I reduce friction between programming and creative departments, saving your project time and resources.

Developer Experience

01/2025 **Unity Game Developer** 2Sync GmbH Potsdam
11/2023 *Unity/C#, Photon PUN 2, OpenXR, AR Foundation, Git, Notion*

Led the development of two multiplayer mobile XR games [Elven Arrows](#) & [Candy Chaos](#) (Meta Quest) for home- & location-based entertainment markets from first concept to full release.

- Programmed core loop, enemy state machines and networked multiplayer in Unity/C#
- Designed and implemented extensive gameplay and visuals updates for live game [House Defender](#) (Meta Quest)
- Collaborated with CTO in refactoring proprietary [2Sync SDK](#)
- Participated in regular code reviews & led the effort on improving company-wide coding standards

11/2022 **Gameplay Programmer** Trotzkind GmbH Berlin
04/2020 *Unity/C#, OpenXR, XRI Toolkit, AR Kit/Core, Git, JIRA*

Led the development of [Selina](#) (VR Adventure, Meta Quest) from first concept into full production

- Designed and programmed core game loop, player controls & interactions in Unity/C#
- Established the code base & architecture, making it scalable for full-scale production
- Optimized performance for mobile VR (Android) and developed a tech demo that led to successful Meta partnership and funding
- Planned the production schedule and sprints for the team with an agile approach

03/2020 **Game Design Intern** Exit VR Berlin
10/2019 *Unity/C#, SteamVR, WPF/XAML, Git, JIRA*

- Developed gameplay prototypes for a location-based multiplayer VR title on HTC Vive in Unity/C#
- Implemented GUI of a game launcher in WPF/XAML & C#

Other Industry Experience

Present **B2B Program Curation** Games Ground GmbH Berlin
07/2023 *Notion, Miro, JIRA*

Program planning & speaker management for [Berlin's biggest games industry festival](#)

Education

04/2021 **Game Design (BA)**
10/2017 HTW Berlin (DE:HIVE) - University of Applied Sciences.
Grade: 1,0 (excellent)

10/2012 **Philosophy & German studies (Magister Artium)**
10/2005 Universität des Saarlandes, Saarbrücken
Grade: 1,0 (excellent)