Aleš Spital (Also written: Ales Spital)
Unity Game Developer (C#) | Mobile | Unity UI | Performance | REST/API Integrations

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Velenje, Slovenia | EU citizen (eligible to work in EU) | Open to remote/hybrid/relocation (EU/Athens)

SUMMARY

Unity/C# developer (M.Sc. Computer Science) shipping Unity products across VR/AR and mobile prototypes. Lead developer on VR4LL 2.0 (EU-funded), delivering three standalone Meta Quest environments with multiplayer interactions and performance hardening. Published ARnet on Google Play; strong in UI (uGUI/TextMeshPro), profiling-led optimization, and REST API integration with JSON/XML in Git workflows. Motivated to apply the same UI polish and iteration discipline to mobile F2P loops, including social casino.

CORE SKILLS

- Unity: uGUI, TextMeshPro, scenes/prefabs, ScriptableObjects, animation/Timeline, Particle System; URP familiarity
- C#: OOP/SOLID, gameplay/system architecture, async/coroutines; UniTask familiarity; UniRx exposure
- Performance: Unity Profiler, GC/allocation control, frame-time stability; mobile and Quest constraints
- Integrations: REST APIs, JSON, XML; SQL/MySQL basics
- Tooling: Git; Android build/release readiness; Gradle exposure
- Bonus (basic): Spine familiarity (2D skeletal animation); shader basics (URP/Shader Graph)

EXPERIENCE

Lead Software Developer (Unity/XR) | VR4LL 2.0 (EU-funded Erasmus+) - Tehnološki park Ljubljana | 2023-2025

- Led end-to-end Unity development across three standalone Meta Quest environments from prototype to release-quality builds.
- Owned UI flows and interaction systems (uGUI/TextMeshPro) with clear state handling and user feedback.
- Built multiplayer/session progression features; debugged cross-device issues using reproducible test cases.
- Profiling-led optimization to reduce avoidable allocations and improve frame-time stability under standalone VR constraints.

C#/.NET Developer | Mega M d.o.o., Slovenia | 2019-2020

- Built Xamarin.Forms mobile app architecture and primary UI screens (login, navigation, data presentation).
- Integrated REST APIs and processed JSON/XML payloads; collaborated using Git.

Additional: AI Workshop Instructor & Advisor (2025) | High School Professor - Software/IT (2021-2024) | Software Developer Intern (2018-2019)

SHIPPED WORK & PROJECTS

- ARnet (Unity AR, Google Play): interactive 3D networking lessons - Google Play
- VR4LL 2.0 (Meta Quest): shipped VR learning environments - vr4ll.com
- RyftRealm (Unity mobile, in development): step-based map game systems and performance-first architecture

EDUCATION & LANGUAGES

- M.Sc. Computer Science and IT - University of Maribor (2020-2024)
- B.Sc. Computer Science and IT - University of Maribor (2016-2020)
- Languages: Slovenian (native) | English (fluent)