

# Gustavo García

Game Engineer

Mexico City, Mexico

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LinkedIn | Website

## Skills

Unity 3D

C#

Unity Editor Scripting

SOLID Architecture

Design Patterns

Git

Keen eye for UI and UX

Attention to Detail

Leadership

Collaboration

Communication

## Languages

Spanish

Native

English

C2

## Profile

Self-driven game engineer with over 9 years of experience in Unity, adept at managing projects of all sizes, from small to large.

Skilled in designing and implementing the architecture of complex systems, tools, and game mechanics, with an expertise in optimizing game performance for enhanced efficiency and smooth gameplay.

Extensive track record with design patterns and SOLID architecture, coupled with a deep understanding of the development pipeline of large mobile and PC games.

Committed to continuous improvement by solving complex problems and collaborating with talented teams.

## Professional Experience

**Senior Engineer**, Torpedo Labs

November 2024 – present | San Francisco, Remote

- Developed new slot games that serve millions of users

**CTO**, Rewilder & Templo Media

January 2024 – November 2024 | Remote

- Developed all of the game mechanics and systems of our first game
- Developed the architecture of our API to connect our web and store systems

**Lead Architect**, HyperBeard Games

March 2022 – January 2024 | Remote

- Improved overall code maintainability and scalability by standardizing the usage of SOLID architecture through the company
- Set and implemented the architecture base for new back-end and front-end game systems
- Developed tools for the art team to improve their workflow
- Reduced game memory usage of several games by implementing Addressables for asset loading
- Optimized the developing times of early starting projects by the usage of Git Submodules to have pre-made tools and systems from the beginning

**Senior Unity Engineer**, HyperBeard Games

May 2020 – March 2022 | Mexico City

- Improved game production of most of the games by creating tools and systems for creation, configuration and organization of game data depending of the game
- Developed back-end and front-end systems for new and published games
- Reduced the compilation times of builds for iOS and Android of several games by optimizing the compression and usage of the assets
- Improved the C# solution compilation times of most of the projects by the usage of Assembly Definitions on all of the made systems
- Maintenance of made systems and tools of already published games

**Game Developer, HyperBeard Games**

December 2018 – May 2020 | Mexico City

- Improved narrative-like games iterability and production by creating the 'Narrative Engine', a set of tools and systems that can be used to handle the narrative part of a game with tools like: character management, character activities, dialog displaying with localization and character interaction
- Improved prototyping times by making base systems like: audio manager, tutorial system, game localization, etc
- Prototyped new game ideas
- Polished validated game ideas to perfection

**Gameplay Programmer, EstacionPi**

February 2017 – December 2018 | Mexico City

- Set scalable game architecture of the projects to be maintainable
- Developed main character controller for platforming games
- Developed gameplay mechanics for main character and level bosses
- Planned and developed game systems and tools
- Developed input system for game consoles support such as XBOX, Play Station 4, Nintendo Switch and Steam

**Game Developer, Pankio Games**

August 2016 – February 2017 | Mexico City

- Developed 'Mountain Flip', an arcade mobile game of my own
- Deployment for Google Play

**Unity Developer, W-Tron**

February 2016 – July 2016 | Mexico City

- Developed Augmented Reality and Virtual Reality applications
- Enhanced interactive applications in big touch screens by optimizing software and hardware implementations

**Programming Teacher, DeKidsMX**

September 2015 – January 2016 | Mexico City

- Taught programming lessons for game development

**CO-Founder / Unity Developer, Noia**

February 2014 – August 2016 | Mexico City

- Developed a proprietary AR target recognition system using computer vision
- Developed games using Augmented Reality and Virtual Reality
- Increased client acquisition by implementing emerging technologies