

PROFILE

Game developer and technical lead with 10+ years shipping multiplayer, mobile, and social games in Unity. Specialized in gameplay systems, real-time networking, and the engineering infrastructure that takes a game from prototype to production.

SHIPPED TITLES

WorldWinner / FanDuel FaceOff — Payline Slots · Lotería Fantástica · Survivor Tournaments · Gronk Spike Cornhole (iOS, Android, Web)

End Game Interactive — Betrayal.io · Fate Arena (iOS, Android, Web, Steam)

WORK EXPERIENCE

WorldWinner

Sep 2021 — Present

Lead Game Developer

Jun 2023 — Present

- Lead engineer on multiple titles across the WorldWinner and FanDuel FaceOff apps, owning gameplay architecture and cross-platform delivery on iOS and Android.
- Co-own the Unity codebase, CI/CD pipeline (Jenkins + GitHub Actions), asset bundle strategy, and performance optimization across all titles.
- Contributed to Survivor Tournaments, the company's first real-time multiplayer networking project.

Lead Unity Developer

Dec 2022 — Jun 2023

- Led a team of 4+ engineers on the WorldWinner and FanDuel FaceOff app frontend (full Unity), owning architecture and delivery.
- Built the Android proof of concept for the Unity-as-a-Library migration and owned most of the CI/CD pipeline changes.

Software Engineer

Sep 2021 — Dec 2022

- Key contributor on the launch of FanDuel FaceOff v1, a new cross-platform iOS and Android product built in Unity.
- Integrated analytics, push, and deep-linking SDKs (Amplitude, Swrve, Firebase, AppsFlyer) with native iOS/Android bridge code.
- Profiled and optimized app loading times by 50%.

End Game Interactive

Jan 2019 — Aug 2021

Game Programmer

- **Betrayal.io** — second engineer on a small team; owned gameplay netcode across all modes, built the Fishing mode end-to-end (AI, minigame, progression), and integrated backend services (Matchmaking, Rewards) with the Addressables bundle system.
- **Fate Arena** — stepped up to lead the team for half the project; owned netcode, battle simulation, bot AI, and the character synergy system.

Quatio

Feb 2018 — Jan 2019

Software Engineer

- Shipped 10+ games and interactive experiences (Windows, mobile, VR) including a HoloLens mixed-reality medical app and a VR surgical simulation prototype.

Rainbow Tree Inc.

Oct 2016 — Feb 2017

Game Programmer

- Shipped 10+ educational web games for the arbolabc.com portal using Phaser; built the cross-device scaling system.

SKILLS

Core

Unity · C# · Multiplayer / Networking · Gameplay Systems · 3D Math

Tooling

iOS / Android · CI/CD · Jenkins · GitHub Actions

Also

C++ · Python · Node.js · Git · REST APIs

EDUCATION

Universidad Nacional de Colombia

B.Sc. Software Engineering

2013—2018

TEACHING

Universidad Nacional de Colombia

Intro to Game Development

2022—2023

Videogame Development with Unity

2020—2021