

Arnol Robles Tintaya

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With a background in Systems Engineering and over 6 years of specialization in videogame development using Unity, extensive experience has been gained in diverse roles, including Lead and Programmer on various projects. This multifaceted experience has developed a robust skill set, enabling effective contribution at every stage of game development, from initial concept to publication on Android, iOS, WebGL and other platforms.

Successfully worked in both 2D and 3D game environments, with expertise in creating and integrating SDKs and third-party assets (such as Iron Source, Firebase, Crashlytics), as well as in emerging technologies like Virtual Reality, Augmented Reality, NFTs, and Virtual Production.

Contributed to remarkable titles including Animation Throwdown, Pocket Politics, Teenage Mutant Ninja Turtles, Champions Ascension, Bit Heroes Runner, among others.

WORK EXPERIENCE

HyperBeard

Unity Support Developer

Remote

August 2024–Present

- **Fairy Village, K-Pop Academy, Pocket Love**

- SDK Implementation: Integrated external and internal SDKs, including Iron Source, Firebase, Crashlytics and HyperBeard Framework, optimizing game functionality.
- Feature Development: Designed and developed complex features, enhancing both gameplay and overall game functionality.
- Unity & SDKs Updates: Updated Unity versions and SDKs to adapt to changes in mobile store policies, ensuring game compatibility and performance.
- Optimization: Improved memory usage and loading times on devices, ensuring efficient memory use and a smoother gaming experience.

- **Technologies Used**

- Game Engines: Unity
- Ads and Monetization: Iron Source
- Tools: Hyper Framework
- CI/CD: Jenkins

- **Main Skills**

- SDK Integration and Updates
- Game Development and Optimization

Kongregate (Gamaga Studio)

Senior Unity Developer

Remote

January 2022–August 2024

- **Bit Heroes Runner (Bitverse)**

- Coordination and Management: Led task coordination and project planning, ensuring efficient execution and goal achievement.
 - SDK Implementation: Integrated external and internal SDKs, including Iron Source, Firebase, Crashlytics, and Kongregate SDK, optimizing game functionality.
 - Feature Development: Designed and developed complex features, enhancing both gameplay and overall game functionality.
 - NFT Integration: Integrated and collaborated across different projects within the Bitverse for using NFTs as playable characters in the game.
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- **Animation Throwdown, TMNT: Mutant Madness, Pocket Politics**
 - Unity & SDKs Updates: Updated Unity versions and SDKs to adapt to changes in mobile store policies, ensuring game compatibility and performance.
 - Liveops Support and New Features: Implemented new features and provided real-time support for Animation Throwdown, enhancing user experience and ongoing game operations.
 - Optimization: Improved memory usage and loading times on devices, ensuring efficient memory use and a smoother gaming experience.
- **Technologies Used**
 - Game Engines: Unity
 - Backend and Services: PlayFab, Firebase, Crashlytics
 - Ads and Monetization: Iron Source
 - Analytics: Kongregate SDK, Snowflake
 - CI/CD: Unity Cloud Build, Jenkins, Team City
- **Main Skills**
 - Project Management and Coordination
 - SDK Integration and Updates
 - Game Development and Optimization
 - Liveops Support

Madbricks

Senior Unity Developer

Remote

May 2023–August 2023

- **Champions Ascension**
 - Feature Development: Created and implemented complex functionalities, enhancing gameplay and optimizing game performance.
 - Bug Fixing: Identified and resolved bugs, ensuring game performance and improving user experience.
- **Technologies Used**
 - Game Engines: Unity
- **Main Skills**
 - Game Development and Optimization
 - Bug Fixing

TodoGames Studios

Founder & Lead Programmer

La Paz, Bolivia

April 2016–December 2021

- **Project Coordination and Management:** Directed project planning and team coordination, ensuring deadlines were met and high-quality products were delivered.
 - **SDK Implementation Strategy:** Oversaw the integration of critical SDKs, both external and internal, including Iron Source, Firebase, and Crashlytics, ensuring seamless integration and enhanced functionality.
 - **Feature Development Innovation:** Led the design and development of complex features, improving gameplay and user experience with significant game functionality enhancements. Promoted the use of emerging technologies such as AR and VR.
 - **Technology Update and Adaptation:** Managed updates to Unity and various SDKs in response to new policies from major mobile stores, maintaining compatibility and optimal performance.
 - **Liveops Management and New Features Development:** Coordinated the implementation of new features and provided real-time support, optimizing live operations for multiple games.
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- **Technologies Used**

- Game Engines: Unity, Unreal Engine
- Backend and Services: PHP, PlayFab, Firebase, Crashlytics
- AR/VR: Easy AR, Vuforia, Oculus
- Multiplayer: Photon
- Ads and Monetization: Unity Ads
- Analytics: Unity Analytics

- **Main Skills**

- Project Management and Coordination
- SDK Integration and Updates
- Game Development and Optimization
- Liveops Support Implementation

Headless Chicken Studios**Remote**

Unity Developer

June 2018 – September 2018

- **Mundinuggets**

- Game Development: Developed a mobile game involving the collection of items across 3 levels, using any of the 3 available characters.
- Game Modes: Implemented two game modes: one with simple buttons for movement and another using the phone's microphone to control the character's jump through "shouting" providing a unique experience.
- Backend Integration: Setup data storage and tracking systems in PlayFab, ensuring effective management of game and player data.

- **Technologies Used**

- Game Engines: Unity
- Backend: PlayFab

- **Main Skills**

- Implementation of Innovative Mechanics
- Backend Integration and Management

Ultracasas.com**La Paz, Bolivia**

Software Developer

July 2017 – December 2018

- Web Portal Maintenance: Oversaw and managed the continuous operation of the web portal.
- Search Engine Development: Created a new search engine with advanced filters, enhancing search capabilities and result accuracy.
- User Experience Design: Implemented improvements to the user experience based on UI/UX team guidelines, making it more intuitive and engaging.
- Statistics Generation: Implemented tools for generating platform usage statistics, enabling more effective data analysis.

- **Technologies Used**

- Languages: PHP, Javascript, MySQL

- **Main Skills**

- Search Engine Development
- Data Analysis and Statistics

- Teach courses on Game Programming, Game Development, Systems Projects, Emerging Technologies, Artificial Intelligence for Games, and Game Workshop.
- Mentor for final projects, guiding multiple students through their game development projects.

EDUCATION

MILITARY ENGINEERING SCHOOL

La Paz, Bolivia

Bachelor’s Degree in Systems Engineering

2012 - 2017

SOFTWARE AND TECHNOLOGIES

Unity, Unreal Engine, C#, Javascript, PHP, PlayFab, Firebase, Unity Gaming Services, Oculus, Easy AR, Vuforia, Spark AR, Effect House, Iron Source, Unity Ads, Unity Level Play, Admob, Unity Cloud Service, Jenkins, Team City, Git

LANGUAGES

English – C1 Level

Spanish – Native

AWARDS AND ACHIEVEMENTS

Plurinational Eduardo Abaroa Award – Ministry of Culture and Tourism – Bolivia

Winner of the award in 2017 and 2018 with the companies "Nothing Box Studios" and "TodoGames Studios" respectively.

Hack Day “Videogames with Voice Recognition” - Organization of Iberoamerican States “OEI”

1st place with the development of a videogame using voice languages in Aymara using the CMU Sphinx tool.

Tech Zone – Jalasoft

Speaker "Special Guest" with the topic "First steps in a virtual world".

Space App Challenge – NASA

1st place and representative of Bolivia and Semifinalist worldwide in the "People Choice Awards" category.

ACM ICPC – World Wide Event

National and Latin American ranking in 2015, 2016 and 2017.