Unity XR and Mobile Developer

Adrià Abella Gassol

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Portfolio: https://drixide77.github.io/Personal-Site/

Tech skills: C++/C, C#, OpenGL, HLSL, Shader Graph, Unity, multi-platform projects, VR/AR/XR apps, VR-specific optimizations and best practices.
Tool skills: Git, Plastic SCM, JIRA, Slack, Zoho, Trello, Figma, Nuclino.
Soft skills: Eager to learn, positive, team player, well-rounded, flexible, fluent in English.

Education:
2011 - 2016
Bachelor's degree in Computer Science at Universitat Politècnica de Catalunya.
2016 - 2017
Master's degree in Video Game Design and Development at UPC School of Professional & Executive Development.

Experience:
Oct 2016 - May 2018
Junior Developer at BlitWorks
-Developer for several native desktop (C++, C#, Unity Engine, GameMaker Studio, LUA) game ports to both Android (Java) and iOS (Objective-C, Swift).
-Mobile developer for two standalone mobile apps, both with twin versions for Android and iOS, plus continued support and feature expansion.

Sep 2018 - Oct 2022
XR and Mobile Developer at Visyon
-Lead developer for several VR and AR short experiences and demos for VR HMDs, developed in Unity, using Vuforia and the Oculus and Steam VR SDKs, respectively.
-Lead developer for an AR-based iOS native application, using ARKit and SceneKit.
-Frontend developer for a Unity WebGL (partially mobile compatible) app, an avatar-based social hub (metaverse), with real-time networking and capacity for up to 10k concurrent users.

Oct 2022 - Dec 2024
VR Unity Developer at Kluge Interactive
-Senior developer in charge of several key core systems in 2 Unity VR game projects, one live (Synth Riders), and one unreleased (Final Fury). Said systems include: matchmaking frontend logic, enemy AI system for a fighting game, and UI logic for game menus.

Feb 2025 - Present
Work-for-hire Unity Developer
-Lead developer working on several Unity projects for a client, under NDA.