

Ethan Grane García

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Summary

Unity Developer with 6+ years of experience designing interactive systems, gameplay mechanics, and development tools. Specialized in graphics programming (HLSL, Shader Graph, ComputeShaders) and online multiplayer with Netcode for GameObjects and Photon Networking. Published multiple assets on the Unity Asset Store, demonstrating strong product-oriented development and problem-solving skills. Complementary experience in web development, databases (SQL/NoSQL), and digital content creation.

Skills

Game Development: Unity 3D, Advanced C#, Gameplay Programming, UI Systems, Multiplayer (Photon, Netcode), Google Firebase

Graphics and VFX: HLSL (Basic), Shader Graph, ComputeShaders (Basic), VFX Graph, Post-processing, Lighting and Rendering

Art and Tools: Blender, Inkscape, Illustrator, GIMP, Photoshop

Audio/Video: DaVinci Resolve, Audacity, OBS

Other: SQL/NoSQL, Web Development Basics, Git, PHP, Python, Javascript, FastApi

Projects and Assets

Shade It!: Post Processing Effects Collection (2025)

- 30+ stackable post-processing effects with a runtime API for full customization.

Sound It!: Adaptive Audio Source (2025)

- Unity tool for building dynamic, immersive audio environments directly in scenes.

Infest It!: Smart Insect Emitter (2024)

- Procedural swarm system for roaches, spiders, and rats, optimized for horror and sci-fi ambiances.

Spy on the Mob Town (In Development)

- Online multiplayer FPS inspired by Garry's Mod Trouble in Terrorist Town (TTT).

Education

- INS Bernat el Ferrer – Microcomputer Systems and Networks (2021–2023)
- INS Bernat el Ferrer – Web Development and Digital Multimedia (2023–2025)