GUILLERMO SANCHEZ DE MOLINA H.
Programmer & Game Developer

SUMMARY

Game & App Developer with 3+ years of experience, having published apps for desktop, WebGL, and on the Apple App Store and Google Play Store. Expertise in C# and Unity Engine and versatile in graphics and animations.

SKILL & ABILITIES

- Proficient in Unity and C# development; advanced skills in UI/HUD design, optimization, and coded animations.
- Multiplatform development for desktop and mobile (iOS and Android) with a strong emphasis on user experience.
- Real-time multiplayer systems development using Unity's NGO.
- Complex data structure design and management using JSON and cloud systems with Firestore SDK.
- Monetization techniques: experienced in In-App Purchases through Unity IAP and Ad Networks and Mediation (e.g., AdMob, AppLovin, etc.).
- Source control management with Git/Plastic SCM; experienced in commit, merge, and push operations.
- Adobe Suite: High proficiency in Photoshop and AfterEffects for graphics and game/app design, Adobe Audition for audio engineering.
- Unit Testing: Familiar with testing practices using the NUnit framework and experienced in Continuous Testing & Debugging.
- Performance profiling to ensure optimal resource and memory usage.

RELEVANT EXPERIENCE

App & Game Developer, Eldr Games
April 2020 – Present

- **Poker Chip Counter:** Designed and developed a multiplatform game with real-time multiplayer interactions. Fully integrated monetization strategies (both In-App Purchases and Ad Networks – Mediation). Handcrafted audio-visual design with sprites, logos, and SFX engineering via Adobe Suite. Supports 5 languages for global reach. Implemented real-time server communication. Published for desktop, Android, and iOS.
- **GymApp Fitness:** Designed and developed a multiplatform app providing both online and offline user data management. Introduced a premium feature utilizing Firestore SDK for complex data storage and retrieval and built an authentication system using Firebase SDK (not yet deployed). Smooth UI through advance object pooling and UI recycling techniques. Published for Android and iOS.
- **Atomic Tiles:** Innovated the 2048 gameplay mechanic. Independent movement and animations from game logic/code: robustness against bugs from user input. Integrated load/save features for player scores via JSON.

CONTACT INFO

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SKILLS

- C++
- C#
- UNITY ENGINE
- UNREAL ENGINE
-

SOFT SKILLS

- PROBLEM-SOLVING
- COMMUNICATION
- ADAPTABILITY
-

OTHER CERTIFICATIONS

- TOEFL 101 SCORE