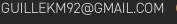


# **GUILLE SANCHEZ DM. H.**

GAME DEV, PROGRAMMER, DESIGNER



EN, SP, JP





# ABOUT ME

Game & App Developer with 3+ years of experience. I published games and apps for desktop, WebGL, Apple App and Google Play stores.

## **SKILLS**

## VIEW MY PORTFOLIO FOR MORE DETAILS

#### **GUILLESANCHEZ.COM**

- · C# (.NET, Unity), C++ (low-level, UE), C
- · Unity 3D and Unreal Engine development
- 2D/3D physics, player controllers, and sprite animations
- · Rendering: Shaders, Particle Systems
- UI/HUD design, optimization, and coded animations
- · Multiplatform development (e.g., desktop, iOS and Android)
- Real-time multiplayer systems development (Unity's NGO)
- Data design (e.g., graphs, hash tables) and parsing (e.g., JSON)
- · Cloud Integration (Firestore SDK, iCloud, Google Play API)
- · Monetization: IAP & Ad Networks (e.g., AdMob, AppLovin)
- Source control (Git/Plastic SCM)
- Unit Testing (NUnit framework) & Debugging
- · VS profiling, Unity Profiler, Unreal Insights and Memory Profiler
- Photoshop and AfterEffects (graphics and game/app design)
- Adobe Audition (audio engineering)
- Premiere Pro (video editing)

FRAMEWORK/LIB.:



.NET

SFML

Im**GUI** 

LANGUAGES: <









# RELEVANT EXPERIENCE

App & Game Developer, Eldr Games Co.

April 2021 - Present

#### POKER CHIP COUNTER

**MORE INFO** 

- Designed and developed a cross-platform app with real-time multiplayer interactions
- Fully integrated monetization strategies (both InApp Purchases and Ad Networks Mediation)
- · Created audio-visual assets with sprites, logos, animations, and SFX using Adobe Suite tools
- Implemented localization for 5 languages
- Published for desktop, <u>Android</u>, and <u>iOS</u>

# ATOMIC TILES

**MORE INFO** 

MORE INFO

- Implemented Daily Challenges and Reward systems with Rewarded Ads
- · Integrated game services (Apple Game Center, Google Play Games) for achievements and leaderboards
- · Created scripted animations and custom VFXs for in-game effects
- · Developed load/save systems for player scores and game state locally (JSON) and cloud (iOS/Android)
- · Implemented share sheets for social media and other apps using native API
- Published for <u>Android</u> and <u>iOS</u>
- · Designed and developed a cross-platform app with online and offline user data management
- Integrated premium data storage and retrieval features using Firestore SDK
- Integrated a load/save system on the local device (JSON)
- Integrated an authentication system using Firebase SDK
- Implemented smooth UI navigation with object pooling and UI recycling techniques
- Published for Android and iOS

### OTHER PROJECTS

**CUSTOM STRING CLASS** FROM SCRATCH (C++)

**GYMAPP FITNESS** 

- Developed an efficient low-level C++ string class from scratch aimed at minimizing heap allocations
- · Implemented methods such as reserve, to\_string (supporting std::string, char, numeric types such as double, int, etc.), append, format (using STD templates), and more
- x40 faster than Unreal's FString and x10 faster than std::string and .NET string in string interpolation

REVERSE ENGINEERING: PLAYER CONTROLLER HOLLOW KNIGHT

- · Developed a state machine with game states such as grounded, airborne, wall-jump, and more.
- · Created a custom hitbox and collision detection, along with custom gravity system
- Tuned movement & jump parameters (units, speed, etc.) to match the feel of Hollow Knight
- · Designed a jump system that uses Verlet Integration for FPS independence and perfect jump precision

#### **SOFTWARE**



**UNREAL ENGINE** 



AFTER EFFECTS





UNITY



**PHOTOSHOP** 



**RIDER** 



BLENDER



**AUDITION** 



PREMIERE PRO