

# Jorge Luis Ybañez

jorgeluisybanez@gmail.com ♦ (+33) 7 76 31 33 37 ♦ Paris, France

---

## WORK EXPERIENCE

---

### Homa Games

Jan. 2020 – Aug. 2023

*Lead Unity Developer*

*Paris, France*

- Led Unity Developers in the Live Ops/Game Ops department, ensuring quality maintenance and enhancement of live games.
- Conducted comprehensive code reviews and implemented ongoing project improvements.
- Enhanced team processes and facilitated organized Agile task management practices.
- Streamlined and improved QA processes.
- Managed and mentored developers, conducting regular performance reviews to support their growth.
- Developed internal games from ideation to publication within tight one-week deadlines.
- Set up initial processes and streamlined workflows for efficient game development.
- As part of the Prototyping Team, developed dozens of diverse game mechanics in multiple projects, exploring innovative gameplay ideas.
- Integrated Analytics and Monetization features using various tools and SDKs.
- Utilized tools and plugins such as Odin, DOTween, A\* Pathfinding, and UMotion to enhance development efficiency and game quality.

### Freelance Developer

Jan. 2019 – Jan 2020

*Frontend Developer*

*Buenos Aires, Argentina*

- Worked on several projects as a Frontend Web Developer, using React.js and ReactNative.
- Developed and published Dungeon Slayer, an Android game for More Mana Games.

### BoxitSoft

Aug. 2014 – Jan. 2019

*CTO*

*Mar del Plata, Argentina*

- Worked with company leadership to address technical requirements.
- Managed developer recruitment process.
- Trained and monitored developers, conducting frequent code reviews.
- Managed Git repositories.
- Implemented tailored CI (Jenkins, Jira, Git) for game development.
- Defined tech and architecture for projects.
- Oversaw project coordination using Scrum.
- Estimated tasks and managed releases.
- Engaged in game development (C# and C++) for critical components.
- Created plugins and libraries for company-wide use.

## EDUCATION

---

### Universidad Caece Mar del Plata

Aug. 2018

*Ingeniería en Sistemas (Systems Engineering)*

*Mar del Plata, Argentina*

## SKILLS & INTERESTS

---

- **Skills:** Gameplay Programming, Unity Editor Programming, Shader programming, Project Management, Repository Management, Technical Leadership
- **Interests:** Animation, 3D Modeling, UI Design, Game Design, Level Design