



JONATHAN UROSA

VIDEOGAME DEVELOPER

ABOUT ME

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SOCIAL NETWORKS AND PORTFOLIO

WEB

<https://jonathan-urosra.com/>

LINKEDIN

linkedin.com/in/jonathanurosra/

UNITY LEARN

learn.unity.com/u/jonathanurosra

ARTSTATION

artstation.com/jonathanneygar

GITHUB

github.com/JonathanUrosa

ITCH.IO

jonathanurosra.itch.io/

SIMMER.IO

<https://simmer.io/@Neygar>

LANGUAGE

Spanish

English

ABOUT ME

I am a professional game developer with an experience of more than 5 years of game development in Unity. I have made videogames for mobiles, browser and desktop. Genres like puzzle, room escape, Fps, multiplayer, casual, hyper casual, and more.

SPECIALTY

OPTIMIZATION

You will get the most out of the optimization tools, and avoid bad practices that generate unnecessary resource consumption and generate garbage that damages the gaming experience. I handle most project optimization methodologies.

ARCHITECTURES

I have experience building game architectures via scriptableObjects, and using them as reference and event channels. This in order to improve the modularization and maintainability of the project.

MODULAR

Familiarity with current design and modular architectural patterns. Development of clean code, readable and easy to maintain. I have practice in making code and resources modular, reusable and scalable.

EXPERIENCE

VISION EXPRESIVA

2017-2020

I developed a 2d platform video game that managed to position itself positively in the play store with more than 100k+. It should be noted that it was developed entirely by me.

ILUMINE WORKS

2020-2022

Lead programmer of a small studio located in Tokyo Japan. Make approximately 10 projects Among them are genres such as shooters, puzzle, room escape, top down shooting, multiplayer, among others

GROUND WARS

2022

I was part of the ground ward video game development team, a multiplayer - nft. Perform mechanic creation, asset assembly, optimization, and more.

SKILLS

UNITY

UNITY ADS

C#

ADMOB

PLAYFAB

BLENDER

FIREBASE

ILLUSTRATOR

PHOTON

PHOTOSHOP

CERTIFICATES

