

Lautaro Pereyra

Senior Game Developer

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Senior Game Developer with 8+ years of experience across Unity and Unreal Engine. Skilled in C# and C++, with a strong background in UI and gameplay systems, tools development. Passionate about building efficient frameworks, improving development pipelines, and driving cross-team collaboration to deliver scalable solutions.

WORK EXPERIENCE

Technical Lead Game Developer - Mobile | Unity C#

TGA Entertainment, Miami, FL, USA

05/2024 – Present

B2B Game Development studio with 150+ employees

- Estimated and planned feature development and release cycles, coordinating cross-functional teams to ensure timely delivery.
- Coordinate the team to achieve the expected result on time.
- Give feedback, 1:1 with the team
- Code Reviews

Senior Game Developer - Mobile | Unity C#

12/2023 – 05/2024

- Complete systems and development suit overhaul, NDA.
- Complete UI systems and re-structure on their ship flag SDK and client side systems. NDA.
- Create new features based on client needs

Senior Game Developer - Fortnite | Unreal C++

NimbleGiant, Buenos Aires, BA, Argentina

06/2023 – 12/2023

Game Development business with 150+ employees, work alongside Epic Games

- Developing new features for ship flag application, NDA.
- Developed and optimized Unreal Engine tools and SDK systems to improve development workflows and performance.
- Improving UI systems and re-structuring the SDK to boost performance and readability, NDA.

Senior Game Developer - Mobile | Unity C#

GameCloudNet, Murrieta, CA, USA

04/2022 – 12/2023

Game Development business with 50+ employees

- Develop a mobile social game not yet announced, for IOS & Android with different worlds and experiences, those experiences will try to leave a lesson related to the theme (Professional, Environmental, Self-Care, etc).
- Designed and implemented core gameplay, UI, and framework systems from scratch, ensuring scalability and maintainability.
- Develop a modular system for creating experiences(mini games) based on a json file.
- Look into performance with profiling tools.
- Work in the base UI system to be extensible for the project.

Senior Game Developer - VR | Unity C#

Holos Technology, Mendoza, Argentina

09/2021 – 03/2022

VR Game development and Software Development company, 50+ employees

- Designed modular and reusable systems across multiple Unreal-based projects.
- Mentored developers on clean code, design patterns, and testing practices.
- Adapt API for saving the student data.
- [New simulations](#) made from scratch.

Game Developer - Mobile | C++ & Unity C#

Jam City, California, USA

08/2019 – 09/2021

IT and Software Development company, 25.000+ employees

- Mobile game developer for [FamilyGuy the quest for stuff](#). A city builder made in cocos2dx, using C++ 11, as IDE we use Xcode mainly and Android Studio, we use Go for the BE, and GIT as version control system.
- New tracking system, implemented a new system of hooks for tracking players activity and currency. Integrated telemetry systems for live data monitoring and test validation.
- New feature Alternate Quahog, with this feature we create alternate towns with different thematics, where players will be able to use for building their own personal city. (land expansion)
- New feature Season Pass, we implement a new system which rewards the player depending on how much he plays.

UI Game Developer - Console | C++, AS3, LUA

Globant, Buenos Aires, Argentina

03/2018 – 08/2019

Game and Software Development company, 25.000+ employees

[NHL 20](#) - EA SPORTS: Implementation of new features for the game. Made in ignite engine, using AS3, lua for the UI and C++ for hooks to the Back End.

- In charge of redesigning the online lobby, documenting and developing a new system that they can expand in later releases. We designed this lobby from scratch.
- Bug resolution.
- Improve post game UI in general.

[NHL 19](#) - EA SPORT: Improve dev tools and features for the game. In this game they introduce what's called EASHL, this is the online area for players.

- Improve some of the existing features and adapt it to the EASHL. (new mode introduced in NHL 19)
- Create new dev tools for ease of development.
- Bug resolution.

EDUCATION

Escuela deArte Multimedial DaVinci, Buenos Aires, Argentina

01/2020

Video Game Developer — Computer Science

Instituto Tecnológico San Bonifacio, Buenos Aires, Argentina

01/2013

Electronic technician

