

CONTACT

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📍 Montevideo, Uruguay
Nationality: Argentinian
Date of Birth: 04/03/1994

TECH SKILLS

GAME ENGINES:

- Unity Engine, Unreal Engine

MAIN LANGUAGES:

- C#, C++, Python

ADDITIONAL LANGUAGES:

- Shell Script, Groovy
- PHP, HTML, CSS, JS

BEST PRACTICES:

- Version Control
- SOLID & Design Patterns
- CI/CD (Jenkins)
- Unit Testing & TDD

PLATFORMS

- Android, iOS, PC

METHODOLOGIES

- Agile/Scrum

LANGUAGES

Spanish (*Native*)

English (*Fluent*)

Japanese (*Conversational*)

PORTFOLIO

MAUSANDEV.GITHUB.IO



Mauro Sanchez

GAME DEVELOPER

Employment History

Senior Software Engineer | GameCloud Network (February 2023 - Present)

- Led architectural design, optimizing game structures for scalability and performance, while incorporating industry-leading practices.
- Drove feature development based on design briefs.
- Spearheaded back-end and services implementation and Continuous Integration development.

Principal Software Engineer | Jam City (February 2022 - February 2023)

- Led development on multiple projects, including Frozen Adventures, Snoopy Pop, Vineyard Valley, and Panda Pop.
- Facilitated cross-game feature development by training teams in best practices.
- Mentored individual developers through coding dojos and career plans.
- Managed end-to-end build pipelines and project versions, ensuring seamless integration of build servers, engine updates, and SDKs for efficient development workflows.
- Fostered global collaboration by effectively communicating with studios across different locations.

Semi Senior Software Engineer | Jam City (February 2021 - February 2022)

- Developed features and tools for the Panda Pop project, fostering cross-team collaboration.
- Improved build pipelines, ensuring efficient updates and project optimization.

Educational History

I graduated as a Professional IT Technician but I have honed my skills as a game developer through self-driven learning and hands-on experience.

Experience Highlights

- ★ **Principal Engineer on Multiple Projects:** Served as the principal engineer on four successful game projects, providing technical leadership for the developer's career paths.
- ★ **Game Development and Publisher Partnership:** Developed the entire game Tea Hamsters and established a successful partnership with HyperBeard as the publisher.
- ★ **Microservices Development:** Worked on the development of microservices architecture for mobile games based on Unity. Leveraged DevOps skills including Jenkins, pipeline design, and continuous integration to streamline development workflows and improve deployment.
- ★ **Netflix Porting Expertise:** Worked on the porting of the game Vineyard Valley to the Netflix platform.