ERIC ZALETA

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SUMMARY

Over 6 years of experience in Unity development while working both in a team and individually. Achieves concepts according to project requirements. Committed to listen carefully to critiques and requests, incorporating feedback and boosting project outcomes.

EXPERIENCE

Unity Game Developer

Grimoire Games   **November 2020 – Present, San Luis Potosí, México**

- A game dev community with over 20 members created to gather people who seek for an environment to learn and obtain experience in the game dev industry.
- Creation of over 13 projects from different genres and using different mechanics and technologies with several awards.
- Leading groups of 4-20 members through the whole process of developing 15+ video games from different genres and mechanics.
- Conducted regular design reviews throughout game development process.
- Designed different and eye-catching games by meticulously creating graphics, audio, visual and AI behavioral elements.
- Performance effectively in fast-paced environments from projects developed on under 24 hours to projects developed over 6 months and actively working on improvements and updates.

XR Designer

Inmersys   **June 2024 – June 2025, CDMX, México**

- Created immersive 3D environments and interactive experiences for enterprise applications, utilizing AR and VR technologies to enhance user engagement and business operations, improving client project delivery timelines by 25%.
- Conceptualize and develop virtual reality (VR) prototypes, streamlining the design process by 30% through the integration of Unity, leading to expedited client approvals and increased project throughput.
- Engineered virtual reality (VR) training modules for enterprise clients, utilizing Unity, which resulted in a 15% boost in employee retention and a 20% reduction in training costs.
- Crafted lifelike virtual reality simulations simulating professional roles using VR technology

Unity Developer

FUSE People & Technology   **August 2022 – June 2025, Monterrey, México**

- A company that offers solutions throughout new technologies and interactive apps to events and big companies.
- Developed over 20 interactive apps using Unity such and technologies as AI, multiplayer, VR / AR.
- Creation of 10+ interactive systems connected through JSONs and use of APIs to gather information.
- Development of complete functional apps with features such as appwebsite connection, database connection and Firebase usage.
- Communicated with art, production and programming teams to design 25+ game elements and optimize quality for better player experiences.
- Followed specifications and technical limitations when designing to meet established design and gameplay objectives, improved the player's engagement and reach time of applications by 48.7%, reduction of crash and errors rate by 74.3% and acceleration of development cycles by 63.2%.

EDUCATION

Bachelor's Degree in Digital Interactive Contents

Universidad Cuauhtémoc · San Luis Potosí, San Luis Potosí, México · 2023 · 9.81

- Awarded full scholarship for 3 years due to perfect grades.

Mobility in Digital Game Design

Instituto Politécnico de Bragança · Mirandela, Bragança, Portugal · 2023

SKILLS

Hard Skills: Agile, UI, UX, VR, AR, Multiplayer, Shaders, Pipelines, SOLID, Webgl, AI, Particle Systems, Mobile Games, APIs, JSONs, Clean Code.

Soft Skills: Leadership, Constructive Feedback, Mentorship, Passionate, Ambitious.

Languages: Spanish Native, Fluent English, Basic Portuguese

Field of Interest: 2D Games, 3D Games, Interactive Apps, Mobile, Web, Education, Serious Games