

RENATO PAJARES

GAME PROGRAMMER & GAME DESIGNER

CONTACT

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- Lima, Peru
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SKILLS

- Programming: C#, C++, PHP (basic), Dotween
- Game Engines & Tools: Unity (2D & 3D), Construct2, Audacity, Git
- Other Skills: Game Feel design, Debugging & Optimization
- Strategic Planning
- Problem Solving
- Teamwork & Collaboration
- Creative Thinking
- Adaptability
- Communication

LANGUAGES

- Spanish (Native/Fluent)
- English (Fluent)

REFERENCE

Rodrigo Bravo
Gold Titan Games/CEO
Phone: +51 958 477 315
Email : rbravoisla@gmail.com



PROFILE

Creative and motivated Game Programmer & Designer with 4+ years of experience developing engaging 2D and 3D games. Skilled in designing fun and innovative mechanics, creating immersive player experiences, and programming with Unity. Experienced in both indie and collaborative team environments, with strong problem-solving and adaptability skills. Passionate about continuous learning and pushing the limits of gameplay design.



WORK EXPERIENCE

- Gold Titan Games

2024 - PRESENT

Lead Game Programmer & Game Designer

 - Led development of 2D projects in Unity 5 and 6, implementing core mechanics and gameplay systems.
 - Designed immersive gameplay experiences by integrating “game feel” elements to enhance player engagement.
 - Debugged and optimized projects to ensure smooth performance.
 - Contributed creative ideas and mechanics to improve overall game quality.
- Indie Developer

2021 - PRESENT

Game Programmer & Game Designer

 - 4 years working as a Indie Developer
 - Participated in 4 Game Jams (including 1 winning project) demonstrating creativity and teamwork.
 - Built small-scale multiplayer prototypes using PHP.
 - Learned and applied pixel art, scripting tools, and animation workflows to create original content.



EDUCATION

ollege Degree in Video Game Development 2021 - 2023
ISIL (Instituto San Ignacio de Loyola)