

# Danilo Santiago Vanegas

## Senior Unity Game Developer | Unreal Developer

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## Profile

Experienced Senior Game Developer with over six years of expertise in Unity and Unreal Engine. Specializes in building immersive, performance-optimized games for PC and mobile platforms. Adept at leading teams, collaborating across departments, and delivering high-quality code for gameplay mechanics, UI/UX, and game optimization. Versatile with both Unity (C#) and Unreal Engine (C++/Blueprints), thriving in Agile environments with a focus on delivering scalable, efficient solutions.

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## Key Skills

**Game Engines:** Unity (6+ years), Unreal Engine (3+ years)

**Programming Languages:** C#, C++, Blueprints, JavaScript, React, NodeJS

**Project Tools:** Git, Perforce, Unreal Game Sync, Jira, Miro, AWS (Lambda, API Gateway, Cognito)

**Development Expertise:** Gameplay mechanics, AI systems, physics, optimization, shader programming

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## Professional Experience

### Senior Unity Game Developer

*Life is the Game* | April 2023 – Present

- Lead developer for a high-performance golf simulator in Unity, focusing on gameplay mechanics, including swing and ball physics.
- Optimized gameplay performance for smooth multi-platform experiences.
- Collaborated with cross-functional teams to deliver key milestones, code reviews, and technical improvements.
- Regularly tested and debugged game systems, ensuring project deadlines were met and technical issues resolved.

### Mid-Level Unity | Unreal Software Engineer

*Optic Power* | 2021 – 2023

- Developed combat systems using both Unity and Unreal, with a focus on performance optimization.
- Integrated visual effects and animation systems for combat mechanics, contributing to a seamless player experience.
- Ensured high code quality through rigorous debugging, testing, and team collaboration.

### **Mixed Reality Unity Developer**

*Nediar* | 2021

- Developed and optimized XR applications for HoloLens 2, implementing spatial mapping and gesture recognition.
- Worked closely with designers and PMs to ensure project scope alignment and technical feasibility.
- Tested, debugged, and optimized applications to ensure high frame rate and smooth user experience.

### **AR | VR Developer**

*Dream House* | 2019 – 2021

- Developed VR gameplay mechanics using Unreal Engine for Oculus and SteamVR platforms.
- Optimized VR experiences for superior performance and smooth frame rates across platforms.
- Collaborated with designers and artists to integrate interactive assets, animations, and UI elements into VR experiences.

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## **Education**

### **Google Project Management Certificate**

*Coursera - Google* | April 2024

### **Digital Entertainment Engineering**

*Universidad Pontificia Bolivariana* | 2014 – 2020

### **English Language Threshold**

*Universidad Pontificia Bolivariana* | 2021

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## **Contact Information**

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