

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.

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

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

Contact Information

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