

# Esteban Gaete Flores

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**Senior Unity Game Developer with 10+ years of experience** crafting gameplay systems and development tools for **console, PC, and mobile**. Contributed to **5 commercial titles**, including **2 led from concept to launch**. Skilled in building responsive gameplay, creating efficient tools, and integrating complex systems that enhance **player experience** and **team productivity**. Experienced collaborating with **international, cross-disciplinary teams** in English-speaking environments (remote and on-site).

## Core Skills

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- C# Programming
  - Gameplay Programming
  - Performance Optimization
  - Tool & Editor Development
  - Profiling & Debugging
  - Systems Design
  - Multiplatform Deployment (PC / Console / Mobile)
  - UI/UX Implementation
  - SDK & Backend Integration

## Work Experience

### Octeto Studios

Dec 2025 - Present

*Senior Unity Engineer | Unity, Android, Optimization, Porting, C#*

*Project: Undisclosed project under NDA*

- My current roles are in the implementation of Gameplay features, development tools, improving performance and porting of internal projects to the desired platforms.

### Burlingame Studios

Nov 2021 - May 2025

*Senior Gameplay Engineer | Unity, iOS, Android, UI Development, Optimization, SQLite, C#*

*Project: [Garden Joy](#) (F2P Garden Design & Simulation Game, Released Jan 2022)*

- Delivered **25+ live updates**, supporting a **4.8/5 App Store rating** and **1M+ installs**.
- Integrated **Unity** art assets, **REST API** backend data, and **UI systems** to ensure stable performance across mobile devices.
- Collaborated with a **20+ person cross-disciplinary team** (engineering, design, art, product) to support continuous **feature development** and **content updates**.

### Starseed Forest

May 2024 - Aug 2024

*Senior Unity Engineer (Contact) | Unity, Construct 3, Nintendo Switch, Development Tools, Optimization, C#*

*Project: [The Eightfold Path](#) (Open-world exploration & puzzle adventure, Released Aug 2024)*

- Improved **runtime performance by 50%+** on **Nintendo Switch** and **PC** by performing profiling, memory optimization, and asset-level optimization on the open-world asset streaming loading.
- Developed automated **Unity content-porting tools** that migrated **100% of The Eightfold Path game content** (maps, objects, systems) from **Construct 3 to Unity**, reducing manual setup time by ~**80%**.
- Implemented **asset streaming** and **content-loading pipelines** to support seamless **2D open-world generation** and reduce loading interruptions.

<b>Globant</b>	Jan 2021 - Oct 2021
<i>Senior Software Engineer   Unity, iOS, Android, Development Tools, Optimization, C#</i>	
Project: <a href="#">NBA Clash</a> (Deck Builder Sports Game, Released Nov 2022)	
<ul style="list-style-type: none"> <li>Integrated <b>custom SDKs</b> and analytics tools, reducing the <b>build process from 7 days to 2</b> and improving delivery reliability.</li> <li>Debugged and maintained <b>multiplayer networking systems</b>, enhancing <b>stability, synchronization</b>, and overall match performance.</li> <li>Coordinated <b>2 international teams</b> (Chile &amp; USA) to align <b>workflows, production goals</b>, and cross-disciplinary collaboration.</li> </ul>	
<b>IguanaBee</b>	Dec 2020 - Jan 2021
<i>Game Engineer   GameMaker, Development Tools, Optimization, GML</i>	
Project: <a href="#">What Lies in the Multiverse</a> (Puzzle Platformer, Released Mar 2022)	
<ul style="list-style-type: none"> <li>Ported the entire project from <b>GameMaker 1 to 2</b>, modernizing <b>internal systems</b> to improve <b>stability, scalability</b>, and support for <b>10 full chapters</b> across <b>5 platforms</b>.</li> <li><b>Upgraded core engine components</b> to support <b>larger levels, modular content expansion</b>, and improved long-term maintainability.</li> <li><b>Developed and enhanced internal cinematic and scripting tools</b>, reducing narrative and event implementation time by <b>~50%</b>.</li> </ul>	
<b>GameDev Planet</b>	Jun 2018 - Present
<i>Content Manager   On location hosting, Event Organization, Networking</i>	
<ul style="list-style-type: none"> <li><b>Organized 80+ monthly events</b> featuring <b>200+ speakers</b> and <b>250+ demos</b>, averaging <b>~150 attendees</b> per event.</li> <li><b>Facilitated networking and collaboration</b> across local developers, studios, and students.</li> </ul>	
<b>Spoonman Games</b>	Jul 2017 - Nov 2020
<i>Co-founder, Lead Game Engineer   Unity, Nintendo Switch, Gameplay Programming, Development Tools, C#</i>	
Project: <a href="#">Linked Mask</a> (2D Action-Adventure Platformer, Published by HypeTrain Digital, Released Sep 2022)	
<ul style="list-style-type: none"> <li><b>Led end-to-end development</b> of <i>Linked Mask</i>, managing a <b>6-12 person team</b> and overseeing <b>production, scheduling, and delivery</b> from concept through release.</li> <li><b>Developed core gameplay systems</b>, custom <b>Unity editor tools</b>, and a <b>reusable platformer framework</b> that accelerated prototyping and feature development.</li> <li><b>Represented the studio</b> at international conferences (<b>GDC, MIGS, Digital Dragons</b>) to <b>pitch projects</b>, build publisher relationships, and support business development.</li> </ul>	
<b>Gamelogic</b>	Sep 2015 - Jun 2017
<i>Tools Engineer   Unity, iOS, Android, Development Tools, C#</i>	
<ul style="list-style-type: none"> <li>Developed <b>5+ advergames</b>, supporting campaigns for <b>national and international brands</b>.</li> <li>Provided <b>QA and customer support</b> for Gamelogic's Unity Asset Tools, improving <b>stability</b> and <b>user experience</b>.</li> <li>Migrated tools from <b>Unity 4.x to 5.x</b>, ensuring full compatibility and smoother editor workflows</li> </ul>	

## Education

### [Universidad de Santiago de Chile](#)

Mar 2010 - Mar 2016

- Bachelor's Degree: Informatics Engineering

## Languages

- Spanish (Native)
- English (Professional Working Proficiency)