VICTOR OBRIST BERTRAND

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Software Engineer with **15+ years of experience in software development** and **6+ years specializing in Unity**. Proven track record leading **multidisciplinary teams** and delivering projects across **mobile, PC, and Serious Games**. Skilled in **problem-solving, leadership,** and cross-team collaboration, with a strong focus on creating **high-impact, scalable solutions**.

Experienced in the **full cycle of game development**, from prototyping to release, with expertise in **legacy code refactoring, performance optimization** for mobile platforms**,** SDK integration (Google, Firebase), analytics, and attribution. Adept at building **tools and workflows** to boost productivity for designers and artists, as well as designing adaptive UI/UX tailored to diverse platforms. Passionate about continuous learning and applying new technologies to drive innovation.

AREAS OF KNOWLEDGE

- Unity Game Engine
- C#, C++
- Docker
- AWS, Firebase

- Others: Unreal 5, Python, Javascript
- Experience leading teams +5 people
- PostgreSQL, MongoDB
- Agile Methodologies, Scrum, Kanban

INTERESTS

- Game Engines
- Game Development
- Learn about Vulkan, OpenGL
- Learn about Shaders/HLSL

- Play Video Games
- Electric Bass Player
- Watch Movies.

PROFESSIONAL EXPERIENCE

LEAD UNITY DEVELOPER @ Posibillian Tech. (Asunción, Paraguay - onsite) (Mar 2022 - Jun 2025)
- **May 2025 - Jun 2025:** Unreal 5 Developer. Inside Project. *Unreal Engine 5| C++ | Blueprints*
  - *Implemented Game Music Manager and SFX in the game to enhance the gameplay experience.*
- **Oct 2024 - Apr 2025:** Lead Unity Developer. Cubieverse. *UNITY| C# | PostgreSQL | Android | iOS | App Store | Play Store | Firebase | Git*
  - *Contributed to a cross-platform mobile game used in 35+ countries, focusing on crypto currencies and geolocation.*
  - *Optimized performance for mobile cross-platforms, reducing app size by 25%.*
  - *Led a team of 5 developers using Agile Methodology ensuring projects were delivered on time and within scope.*
- **Jul 2022 - Oct 2024:** Lead Unity Developer. Romance GO. *UNITY| C# | Shaders | Android | iOS| SCRUM| Firebase | Git*
  - *Created a custom PSD Importer that speeds up the process of importing a character from 1 day to 10 min.*
  - *Led a team of 6 developers using Agile Methodology, demonstrating adept leadership and communication skills within a dynamic environment.*
  - *Collaborated seamlessly with multidisciplinary teams including Artists, UI/UX, Game Designers and Developers, to deliver robust solutions.*
  - *Improved programming standards within the team, using SOLID principles, Clean Code, Design Patterns and others good practices to ensure code quality and increase the skill level of team members.*
- **Mar 2022 - Jun 2022:** Unity Developer. Cubieverse. *UNITY| C# | PostgreSQL | Android | iOS | Git*
  - *Developed modules that allow connection and transactions within several crypto wallets.*

LEAD SYSTEMS ENGINEER @ Parque Tecnológico Itaipu Paraguay CIIC - PTI-PY. (Hernandarias, Paraguay- onsite) (May 2015 - May 2018)
- **May 2017 - May 2018:** Software Engineer. Prototype Augmented Reality Project for the Guaraní Earth Museum. *Unity| Vuforia | Blender*
  - *Developed an Augmented Reality Prototype Application for mobile devices using a fixed platform with projection screen for multi-user experience.*
- **May 2015 - May 2017:** Lead Software Engineer. Knowledge Management System for ITAIPU Binational. *Unity | Blender | Django | Python | Apache Web Server | Javascript | Babylon.JS*
  - *Researched about Augmented Reality technologies, 3D Models, Simulation using Unity.*
  - *Developed a Knowledge Management System using Web and Unity technologies, decreasing training time by 40%.*
  - *Developed 3D Web UI using 3D Web frameworks to enhance user experience.*

OTHER ROLE
- Jun 2018 - Mar 2022: Freelance Systems Engineer
- Jul 2014 - May 2015: CIO- Eiru Software

- Sep. 2006 - Dec 2014: ICT Infrastructure Administrator - Polytechnic Faculty – UNE

OTHER NON TECH ROLE @ C++, Java and Networking Instructor - CDM Informatica Private Institute (2010 - 2014)

EDUCATION

SPECIALIST IN NUMERICAL METHODS IN ENGINEERING @ Federal University of Parana (UFPR) - Brazil. Degree 2018.
SYSTEMS ENGINEER @ Polytechnic Faculty – National University of East (Spanish UNE) - Degree - 2014