

David Rey

Unity Gameplay Developer | Technical Artist

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Professional Profile

Unity developer specialized in gameplay programming, performance optimization, and scalable systems development. I have worked in real production environments as both a programmer and technical artist, collaborating with multidisciplinary teams under agile methodologies. Experienced in VR and AR development, optimization for standalone devices, and maintenance of published projects. My goal is to contribute as a Unity Gameplay Developer by delivering efficient and optimized technical solutions.

Specialization

Unity Gameplay Systems · Performance Optimization · Gameplay Architecture
VR Performance · AR Development

Technical Skills

Engines: Unity, Unreal Engine

Languages: C#, Java, Go

Gameplay & Architecture: Scriptable Objects, FSM, mission systems, enemy AI

Graphics & Optimization: Shader Graph, LODs, Occlusion Culling, Frustum Culling, VR optimization

Tools: Git, GitHub, Docker

Backend & Data: Node.js, MongoDB, MySQL

AR/VR: Vuforia, Meta Quest 3

Professional Experience

Unity Programmer & Technical Artist – ARcadio Lab (Jul 2024 – Sep 2025)

- Development of gameplay systems within a multidisciplinary team using Scrum
- Implementation of features and bug fixing in an active production environment
- Creation of shaders and visual effects using Shader Graph
- Real-time scene and performance optimization

Unity Developer – A non-farming game (Independent Project) (2023 – 2024)

- Mission and dialogue system based on Scriptable Objects
- Player Controller using the New Input System and FSM
- Enemy AI and boss fight design
- Graphics optimization using LODs, occlusion culling, and frustum culling
- Dynamic day/night cycle system

Unreal VR Developer – Golden Hand (Independent Project) (2024 – 2025)

- VR mechanics in Blueprints: climbing, archery, and escape-room-style puzzles
- Advanced optimization for Meta Quest 3
- Realistic lighting setup and material instancing

Unity AR Developer – IPOD: Atrapamonstres (2025)

- Integration of Vuforia for augmented reality features
- Development within a continuous production environment
- Implementation of new features and maintenance of the published project

Education

Advanced Java Spring Boot Course – ITAcademy (2025–2026)

Higher Vocational Degree in Audiovisual Graphics – VR Specialization (2023–2024)

Higher Vocational Degree in Audiovisual Graphics – Video Game Specialization (2019–2023)

Languages

Catalan: Native

Spanish: Native

English: Advanced