Admor Aguilar

Profile

- **Game Developer (Unity, Unreal)** with **more than 5 years of experience**.
- Done projects for **PC**, **Mobile (Android/iOS)**, **VR/AR**
- **Scalable Architectures**, **Optimization**, **UI**, **Gameplay**
- Programming is one of the greatest superpower humanity can have. It is also art, and so I always ensure that every line is crafted with my best that when you zoom out you'll see this beautiful piece of technology.

Personal info

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Work experience

05/2021 – PRESENT   PARIS, FRANCE
Game Developer
Voodoo
- Using **UNITY**, focused on optimizing multiple games for **low-end hardware** so that they can run as fast and stable as possible.
- **Being data-driven by the usage and analyzation of big data across 100+ games** in order to guide the direction of a product for maximum business impact.
- **Conducting AB Tests on games with large playerbases** that can reach up to **1 million DAU and above.**
- As Voodoo is a publisher, **work with multiple external studios** in order to advise them on the right features or steps to take to maximize their games potential on the mobile market.
- **Work with multiple internal teams for researching and developing** technical solutions that can lead to big business results.
Keywords: unity, analytics, big data, ab tests, large playerbas, publishing, C#, hypercasual

10/2019 – 09/2021   OXFORD, UNITED KINGDOM
Lead Unity Game Developer
David Morgan Education
- Using **UNITY**, Working closely with the development team to create a platform to teach kids of age 3-6 to read through various mini-games.
- **Lead a team of 3 developers by handling the direction of the team for maximum output, leading the technical direction of the product, enforcing AGILE practices, conducting performance reviews, and communicating about timelines and ideations to the CEO and the Team Lead.**

Work experience

- Entrusted by the Team Lead and the CEO, created crucial and **SCALABLE FRAMEWORKS/TOOLS** to help build mini-games fast and efficiently.
- Analyzed the app to do the **OPTIMIZATIONS** needed for it to run smoothly across **ANDROID** and **iOS**. Greatly **increasing the performance by 70%.**
- Managing deployment of builds to **Google Play Store**, and **Apple App Store**.
Keywords: unity, frameworks, performance, google play store, apple app store, android, ios, C#

10/2018 – 2019   OXFORD, UNITED KINGDOM
Unity Game Developer
David Morgan Education

2017 – 2018   MANILA, PHILIPPINES
Lead Technical Developer
MyHomespace, Inc
- Using **UNITY**, Responsible for the creation from scratch of their 3D online social mobile app in resemblance of AltSpaceVR and VRChat. It took 1 month to make the prototype, with product changes and polishes extending it to 5 months.
- Implemented **ONLINE** connectivity with full **3D environment navigation**, **voice chat**, and **user account creation**.
- Heavily **OPTIMIZED** the app for it to work even on **low-end iOS and ANDROID** hardware.
- Overlooked and taught interns with different skillsets (Art, Programming, Audio) about the game development process.
Keywords: unity, online, 3D, backend, optimization, ios, android, team management, C#

2017 – 2017   PASIG, PHILIPPINES
Technical Developer Intern
Secret 6, Inc.
- Worked with a team of 15 people on a project for **ANDROID** and **iOS**.
- Created multiple mini-games from scratch (**GAMEPLAY**, **UI**, **OPTIMIZATIONS**, and **UX**) using **UNITY**.

💼 Work experience

Keywords: unity, android, ios, gameplay, ui, optimizations, ux, C#

🎓 Education

BSc Information Technology Specialized in Game Design and Development
De La Salle - College of Saint Benilde

- Created personal projects that were eventually used by the school to market the course across and outside the country.
- Attended **UNITY**, and **UNREAL** seminars with speakers coming directly from **Unity Technologies** and **Epic Games**.
- Consistent Global Game Jam participant, a 3-day event usually held around Q1 of the year.
- Honorable Mention Graduate, Consistent Dean's Lister

🧪 Skills

- 🎮 **Game Engines**: Unity, Unreal
- 📦 **Platforms**: PC, Android, iOS, VR/AR
- 📍 **Frameworks**: .NET, ASP.NET, Flutter, React, NodeJS, Photon, Jekyll
- ⚙ **Services**: Amazon AWS, Google GCP, Microsoft Azure
- 👨‍💻 **Languages**: C#, C++, Dart, JavaScript, HTML, CSS
- 🔧 **Tools**: SourceTree, Git, Amazon Lightsail
- 📂 **Database**: NoSQL (MongoDB, Amazon DynamoDB)
- 🚚 **CDN**: Bunny, Amazon Cloudfront
- 💵 **Monetization**: Google AdMob
- 📊 **Analytics**: GameAnalytics, Unity Analytics, Tableau, Smartlook
- 🗄 **Project Management**: Notion, Jira, Trello, GSuite, Airtable, Slack
- 🛠 **Programming Patterns:** MVC, Dependency Injection, ECS, Component-Based, Strategy, Singleton
- 🙍 **Game Genres**: 2D, 3D FPS, 3D TPS, Hypercasual, Fixed Camera System (ala Resident Evil), Puzzle, Horror"

Achievements

In my previous job, got 2 raises in less than a year directly given by the CEO for my crucial work. Won multiple awards across the country for the projects I've worked on as a student.

⭐ Keywords

| Unity | C# | Android | iOS | VR | AR |

| Scalable Architectures | Optimization | UI |

| Gameplay | Frameworks |