



# 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's also an art, and so one should always put their best so that when you zoom out you'll be able to see and say "what a beautiful piece of technology".



## Personal info

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## Work experience

07/2022 – PRESENT OXFORD, UNITED KINGDOM

### Studio Director / Technical Director All Aboard Learning

- Leading a team of 6 people responsible for creating an app using **UNITY** that teaches kids to learn how to read. Leading the team using **AGILE methodologies: Standups, Sprints, Reviews**
- Also serving as the technical director for the various software that the company is creating. With the role ranging from **guiding the technical architecture of a product, integrating different technical solutions depending on the needs such as Analytics, CI/CD, Automation, advising on how to best approach technical problems encountered by developers.**
- Working directly with the CEO in order to **continuously evaluate and guide the direction of the company.**
- Reporting directly to the CEO about different topics such as **team health, team focus, team progress in relation to the company objectives.**
- **Supporting and developing people** with their personal well-being or career development needs; working with them **through 1:1s** or on a daily basis.
- Spearheaded the **implementation of measurable performance anywhere in the company** from products to people in the form of **meaningful KPIs and OKRs.**
- Handling office needs such as office equipment, or people needs whether software or hardware.

Keywords: unity, agile, scrum, kpis, okrs, studio, technical, director



## Work experience

05/2021 – 08/2022 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 playerbase, 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.**
- 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.**



## Work experience

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, VR, AR, 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**.

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



## Education

2017 MANILA, PHILIPPINES

### 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



## Skills

- 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 significant raises in less than a year directly given by the CEO for my crucial work. I've also won multiple awards across my country of origin for the projects I've worked on as a student.



## Keywords

Unity	C#	Scalable Architectures		
Optimization		UI	Unity Editor Tools	
Gameplay	AGILE	SCRUM	KPIs	OKRs
Studio	Technical	Director	Analytics	
Big Data	AB Tests	Large Playerbase		
Publishing	Hypercasual		Frameworks	
Performance	Google Play Store			
Apple App Store		Android	iOS	Online
Photon Networking		3D	Backend	
Team Management		UX	VR	AR