



# 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.

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.
- 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



## Work experience

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**.

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
- 🗄️ **Database:** NoSQL (MongoDB, Amazon DynamoDB)
- 🚚 **CDN:** Bunny, Amazon Cloudfront
- 📊 **Monetization:** Google AdMob
- 📁 **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