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PROFILE

- **Game Developer (Unity, Unreal)** with 4 years of experience.
- Done projects for **PC, Mobile (Android/iOS), VR/AR**
- **Scalable Architectures, Optimization, UI, Gameplay**
- At my current job, I've been **trusted** to create the **framework/foundation** that now powers a huge part of the platform we're building.

WORK EXPERIENCE

Unity Game Developer 2018 – present
David Morgan Education, Oxford, United Kingdom

- 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 Lead Developer 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#

Lead Technical Developer 2017 – 2018
MyHomespace, Inc, Manila, Philippines

- 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.
- Overlooked the creation of assets used in the app to make sure that they were game-ready before using them.

Keywords: unity, online, 3D, backend, optimization, ios, android, team management, C#

Technical Developer Intern 2017 – 2017
Secret 6, Inc., Pasig, Philippines

- 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

BSc Information Technology 2017
Specialized in Game Design and Development

De La Salle – College of Saint Benilde, Manila, Philippines

- 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

Main Programming Languages
C#, C++

Sub Programming Languages
HTML5, CSS, JavaScript

Platforms
PC, Android, iOS, VR/AR

Programming Patterns
MVC, Dependency Injection, ECS, Component-Based, Strategy, Singleton

Frameworks and Tools
Git, SourceTree, Unity 3 to 2019, Unreal Engine 4, Jekyll, Photon Engine, Gamesparks, Unity Services, Amazon Lightsail

Project Management
JIRA, Trello, GSuite, Airtable, Slack

Game Genres
2D, 3D FPS, 3D TPS, Hypercasual, Fixed Camera System (ala Resident Evil), Puzzle, Horror

ACHIEVEMENTS

In current 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