

# Andrés Sánchez

andres8sanchez@gmail.com • (+34) 644 331 880 • [Linkedin](#) - [Portfolio](#)

Unity developer with strong professional and personal experience in game development. Currently leading a porting department, delivering flexible and reusable solutions to technical challenges, contributed to four published titles featuring world-wide known brands such as Hot Wheels. Used to work with Scrum and Agile. Experienced, versatile, resourceful, and committed to continuous improvement.

## EXPERIENCE

---

### Petoons Studio | Barcelona, Spain

Oct 2023 - Present

Lead Porting Engineer - UI Programmer - Gameplay Programmer

- **Shipped titles for Android and other platforms** featuring world wide known IP's such as PJ Masks, Hot Wheels or Monster High, worked with professionals from companies such as BMW in order to deliver results.
- Diagnosed and solved severe memory and framerate issues. Provided **technical guidance** to layout and 3D artists on best practices for Unity optimization and multi-platform porting.
- Continuous adaptation to **new technologies** when the market or clients required it. Such as new DevKits for each console generation or third party technologies.
- Designed and coded solutions in Unity for each problem that arose, utilizing OOD and common design patterns for **maintainability and scalability**.

## SHIPPED PROJECTS

---

### Hot Wheels XTreme Overdrive | Unity for Android

- Programmed competitive mechanics on Unity such as dynamic rubber-bending to ensure constant competition.
- Developed and optimized a real-time multiplayer mode supporting up to four simultaneous players, focusing on stable **client-server communication** and maintaining 30 fps.
- Adapted and optimized the game for in-vehicle display systems for **BMW iX3**, addressing unique hardware constraints.

### Dracamar | Unity for PC (Shipped demo for PC)

- Created prototype scenes demonstrating **best practices** for Unity optimization systems to avoid development bottlenecks.
- Developed a tool to reduce the number of asset bundles loaded at once, decreasing loading times.

### Monster High Skulltimate Secrets | Unity (Shipped to all platforms)

- Programmed skill and movement mechanics using physics and triggers systems, customization menus and mission interfaces with Unity UI Components.
- Implemented **world streaming** for dynamic load/unload based on camera position, improving the player experience.

### PJ Masks Power Heroes Might Alliance | Unity (Shipped to all platforms)

- Contributed to UI tasks, gameplay programming, and performance analysis.

### KO-FI Engine | C++, SDL, Assimp, ImGui

- Developed a video game engine **from scratch** as part of a 20-student team.

## EDUCATION & TECHNICAL SKILLS

---

### Universitat Politècnica de Catalunya - CITM | Barcelona, Spain

B.S. in Videogames Design & Development

**Relevant Courses:** Game Engines, Data Analysis, C++ Advanced Programming, Online networks applied to videogames

**Languages:** C++, C#, Javascript, CSS.

**Technologies:** Unity, Git, Android Studio, Nintendo Target Manager, UML, Microsoft GDK, PS4/PS5 Target Manager

**Tools:** Jira, Jenkins, Bitbucket, Confluence.