CARLOS HURTADO

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PROFILE

Technical Lead Manager with 15+ years of experience delivering high-fidelity gaming experiences. Proven expert in **performance optimization**, **editor tooling**, and high-scale gameplay systems in **C++ / Unreal**. Led engineering teams through the full lifecycle of award-winning AAA titles, balancing rigorous technical architecture with empathetic people management. Built close cross functional partnerships with **design**, **production** and **creative disciplines** to align technical execution with vision.

EXPERIENCE

Technical Lead Manager   **July 2016 – January 2025**
Sanzaru Games @ Oculus Studios - Meta (Acquired by Meta in 2020)   *San Mateo, CA*
- **Led and managed 5 engineers** to create backend gameplay systems and gameplay features for an unannounced, big IP AAA VR title, splitting time between **people management** and **hands-on technical leadership**, while actively contributing to gameplay systems and studio-wide tools.
- Increased gameplay scalability by architecting and owning core RPG systems (quests, save system, a linear / visual player progression framework and level creation tools for prop connectivity), allowing for the creation of **hundreds of hours of gameplay.**
- **Ensured technical feasibility, strategy, scalability, and long-term maintainability** of the projects by working closely with design, production, and art leadership.
- **Improved CPU utilization** to allow for visual fidelity by designing and implementing performance-critical systems and continuously analyzing performance problems on mobile VR hardware.
- Contributed, as a technical leader, to the success of *Asgard's Wrath 2*, an award-winning flagship *Meta Quest* title, with a primary focus on large-scale RPG gameplay systems, receiving a (10/10) by IGN.
- Developed and supported multiplayer systems, including networking and replication, for a PvP VR title on Oculus Rift.
- Led gameplay engineering efforts for several VR titles, dealing with gameplay, performance, multiplayer, and replication.

Software Engineer   **June 2012 – July 2016**
Sanzaru Games   *San Mateo, CA*
- Contributed to core systems, gameplay features, and performance improvements both on Mobile and VR titles.
- Gained deep experience transitioning from mobile to early VR platforms.

Software Engineer   **November 2011 – May 2012**
BigPoint Inc.   *San Francisco, CA*
- Developed and improved backend systems and UI for *Uridium Wars*, a Flash MMO.

Software Engineer   **June 2010 – October 2011**
Electronic Arts   *Redwood Shores, CA*
- Developed gameplay features for *Sims 3* Expansion and Stuff Packs.
- Worked primarily in C# using *Sims 3* proprietary engine.

SHIPPED TITLES

Sanzaru Games | *Asgard's Wrath 2, Asgard's Wrath, Marvel Powers United VR, VR Sports Challenge, VR Sports Challenge Gear VR, Dark Manor*
BigPoint Inc | *Uridium Wars*
Electronic Arts | *Sims 3 Generations, Sims 3 Late Night, Sims 3 Pets, Sims 3 Fast Lane Stuff Pack, Sims 3 Outdoor Living Stuff*

EDUCATION

Carnegie Mellon University   **Pittsburgh, PA**
Masters of Entertainment Technology   *August 2008 – July 2010*
Universidad de Chile   **Santiago, Chile**
Software Engineering, Bachelor in Computer Sciences   *March 2000 – March 2006*

SKILLS

Leadership: Leadership | Eng Management | Cross Functional Collaboration | Strategic Planning | Mentorship | Technical Hiring
Engines: Unreal Engine 4 | Unreal Engine 5 | Sims 3 Proprietary Engine
Technical Focus: Gameplay Systems | Software Architecture | Performance Optimization | Tooling
Development Languages & Tools : C/C++ | Unreal Insights | Python | C# | Visual Studio | Perforce | Git
Languages: English | Spanish

HOBBIES

Art: Portrait Oil Painting | Digital Art
Other: Video Games | Escape Rooms | LEGO