1. How many years of experience do you have with Unity?

3 years

1. Can you show us examples of projects you’ve worked on and explain a little bit about your role on each project?

On every project I will show here, I worked as a developer (programmer).

I programmed the UI on all this projects.

* A. Da Vinci’s race: <https://www.youtube.com/watch?v=ZSy2vt6GaKs&feature=emb_title>

One challenge for this product was the camera, because we needed to split it once they were to far from each other and mix it when they were too close for that. I finally did it, it took me so many hours but finally I got the result that we had expected.

* B. AYC solutions:

<https://play.google.com/store/apps/details?id=com.UPB.AyC>

On this project I worked on game flow: starting missions, giving the user all the UI feedback of his progress, results. I also programmed the Audio manager so it can be easily accessed by other programmers. Subtitle system, taking all the information from JSONs. Some features like 3D objects in UI that you could rotate and scale.

* C. Bumbastic:

<https://www.youtube.com/watch?time_continue=25&v=qYy1aDc0Irw&feature=emb_title>

I programmed the game flow, making it to pick a random mode, spawn the world, give stars to the players, podium system. I also programmed crow movement and mystery box behavior.

I dared in this project to make some particles, including bomb explosion, box opening, water shader, stun.

I participated on “free for all” game mode, programming its flow.

1. What do you enjoy most about making games?

To be honest, the thing I enjoy most is to watch people reaction, their faces, their emotion. The second one is when I see a project growing, when we put it all together, audio, UI, characters, voices, ambience and feel fulfilled because It all came from a simple idea.

1. What area do you consider your strong suit? E.g. Gameplay programming, performance optimization, UI/UX design?

I would say gameplay programming and UI because I like to do that, so in every project I have worked on I am always looking for new solutions to make it more optimized and simpler.

## Some Technical Questions

1. What is a Garbage Collector?

When you create objects, strings, classes, and they are no longer useful this automatic memory management pick them up from the HEAP memory and free this space so it can be occupied by something else. GC does not work on stack memory because structures are not the same as classes, local structure variables only exists during the method, unlike classes that needs to be stored in memory. So, creating classes every frame is a bad idea because GC will duplicate its work and requires a considerably time of CPU to clean up the memory.

1. What is a Component in Unity?

It is a script that its purpose is to reach a behavior, it must inherit from

MonoBehaviour because a component is added to a game object and it must exist in “Unity world”. This behavior could be in UI, in audio, in gameplay, in back-end, etc.

1. Describe the implementation of firing a projectile from a source and having it collide with a wall.

First, you will need something that will shoot the projectile, it can be a gun, a tank, a robotic arm, etc. This gun needs to have a reference point where the bullet will come from. It needs the force the projectile will be shoot at, direction. The bullet in Unity will have a Collider and Rigidbody component, this last component calculates the gravity, forces, collisions, in simple words, physics. If it is colliding to a wall, it must have a Collider component. That is it, you have the gun, the bullet and the wall.