



Luis Huesca

Senior Unity Developer



Summary

- Senior Unity Developer with 9+ years in 2D/3D mobile (iOS/Android), shipping production features end-to-end (gameplay, UI, IAP/monetization, live-ops). Expert in performance profiling/optimization and Unity rendering (URP/HDRP, Shader Graph). Trusted to lead cross-functional collaboration and deliver stable releases.

Portfolio: <https://danohuecaunity.github.io/>



Work History

2023-10
- 2025-10

Senior Unity Engineer

Metamoki

- Shipped a casual/indie mobile title end-to-end, owning core gameplay modules and collaborating closely with art/design to hit release quality
- Built revenue-driving systems: Premium Pass (IAP) + Remote Config tuning to iterate pricing/rewards without client updates.
- Developed the 2D visuals/feel: URP + Shader Graph (e.g., water), character/UI motion with DOTween, and a reusable particles/effects setup (fire/dust/smoke).
- Created a remote sprite animation system and improved performance by reducing FPS drops and memory spikes through profiling and optimization.

Tech: Unity, URP, Shader Graph, DOTween, Firebase/Crashlytics, Amplitude, Remote Config, AppLovin, Git.

2022-06
- 2023-09

Unity Developer / Game Developer

Nvizzio

- Contributed to development of an unreleased mobile title (Slotsburg), building gameplay/economy foundations and supporting production iteration.
- Delivered live-ops content for EverMerge (iOS/Android), implementing time-based events and feature updates in a live environment.
- Implemented and maintained economy systems and event-related flows, ensuring balance-friendly, data-driven behavior.
- Improved stability and release readiness through high-volume bug fixing and maintenance in a live game pipeline.

Tech: Unity, Addressables, Firebase, Analytics.

2021-07
- 2022-06

Unity Graphics Developer / Software Developer

Crystal Fountains

- Modernized a 3D design software to Unity 2021 + HDRP, implementing a more realistic high-definition rendering pipeline (lighting, post-processing, Shader Graph) to raise visual fidelity.
- Built a Unity-like in-app UI tooling system that lets users add/configure scene elements (e.g., hoses, fountains) through an editor-style workflow.
- Established new workflows driven by customer feedback and maintained a 24-month rolling technology assessment to guide the adoption of emerging rendering/features.



Personal Info

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Skills

C#

Unity 2D/3D

Git

Amplitude

Rendering: URP, HDRP, Shader Graph, lighting, post-processing

Mobile game systems: IAP, PremiumPass/Battle Pass, UI animation, VFX/Particles

Live Ops / Data: Firebase (Crashlytics, Remote Config)

Ads: AppLovin

Networking /VR: Photon, SteamVR, Oculus SDK

Tools /3D pipeline: Maya

UI Animation

Critical thinking

Project management

Project planning

Data analysis

Quality control

Written Communication



Languages

Spanish



English





Certificates

Unity Certified Developer



Education

Interactive Technology and Digital Animation Engineering, Unity Certified Developer

UVM

Comprehensive training in video game development, 2D/3D digital animation, and interactive experiences. Focus on advanced C# programming and game engines (Unity), 3D modeling and optimization, visual effects, augmented and virtual reality, user interface and user experience design, and digital project management with multidisciplinary teams.

2020-05
- 2021-07

● Senior Unity Developer

C.P.L.

- Delivered a product-demo AR/VR experience (Arrize) on mobile using Unity (C#), owning planning + implementation end-to-end.
- Built AR interactions using Vuforia Image Targets + Model Targets, ensuring reliable recognition/tracking and smooth user flows.
- Implemented Google Cardboard VR mode and optimized assets/scenes for mobile performance and stability.

Tech: Unity, C#, Vuforia (Image/Model Targets), Google Cardboard.

2019-03
- 2020-02

● Unity lead developer and 3D coordinator

Codesign

- Led delivery for VR and Web 3D experiences, owning planning, technical decisions, and performance/quality standards across production.
- Managed a cross-discipline team (4 artists + 1 developer), setting a reliable 3D pipeline (Maya/Substance) and integration guidelines for stable builds.
- Shipped an enterprise VR training experience for Femsa (sales + process training) and produced web-renderable 3D assets for multiple department environments.

Tech: Unity, Web 3D, VR, Maya, Substance.

2017-11
- 2019-03

● Unity Developer, 3D Game Programmer

EON Reality México

- Developed VR video games in Unity (C#), owning core gameplay systems and integration from prototype to release-ready builds.
- Built room-scale VR experiences using SteamVR (HTC Vive), focusing on comfortable interaction/locomotion and stable performance.
- Created an online multiplayer VR shooter end-to-end using Photon, tested with up to 30 concurrent players on HTC Vive.

Tech: Unity, C#, SteamVR, Photon Networking, HTC Vive.

2016-04
- 2017-11

● Unity integrator and Unity developer

Yeltic

- Integrated and delivered VR training & simulator experiences in Unity (C#) for Oculus Rift and PC across industrial, education, and military use cases.
- Owned scene and content integration: asset pipeline, scene assembly, prefab setup, and gameplay/UI scripting to support fast iteration and stable builds.
- Implemented interactive behaviours and runtime fixes through scripting, improving reliability during production delivery cycles.

Tech: Unity, C#, Oculus Rift (Oculus SDK), PC builds.