



# 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://danohuescaunity.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

### Email

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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



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.



## 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.