

# ERNESTO SOLARES

UNITY DEVELOPER

## INFO



### NAME

Ernesto Salvador Solares Guerrero



### ADDRESS

López Cotilla 1790, Americana  
Guadalajara, Jalisco, México



### PHONE

+52 477 137 1058



### EMAIL

ernesto.solares.guerrero@gmail.com



[Github](#) / [Portfolio](#) / [LinkedIn](#)

## SKILLS

### PROFICIENT

- C#
- Unity 3D
- Github

### FAMILIAR

- MERN STACK
- React
- Javascript
- 3D modelling / Design

## LANGUAGE

English – Fluent (TOEFL PBT – 610)  
Spanish – Native

## PROFILE

**Self-Driven Unity Developer** with over **5 years of experience** engaging in the entire video game development life cycle. Dedicated to contributing to the creation of world-class video games through collaboration with highly skilled and dynamic teams. Passionate about both coding and arts in video game development, with a keen interest in VR/AR technologies.

## EXPERIENCE

### AERIA CANADA – REMOTE (2016 - 2021 & 2022 - Current)

#### Unity Developer

(Google Play / iOS / Amazon App Store)

- Designed, developed, and optimized core game mechanics from inception to release, ensuring clean, maintainable, and reusable code.
- Implemented UI, social features, analytics, and cloud-saving functionalities.
- Integrated third-party frameworks and SDKs, including in-app purchases and ad monetization.
- Applied optimization techniques to enhance performance across multiple platforms.
- Debugged and resolved technical issues, ensuring smooth gameplay experiences.
- Integrated assets such as textures, 3D models, animations, and audio.
- Successfully ported games to UWP, iOS, Amazon, and Huawei, ensuring platform compatibility.

**Tech-stack:** Unity, C#, GitHub, Playfab, Facebook SDK, Ironsource SDK (ads), Admob

### GAMAGA – REMOTE (January 2022 – June 2022)

#### Lead Developer

- Guide the development team through the complete lifecycle of applications, including design, coding, testing, and debugging.
- Manage the schedule of the development staff and foster effective communication among team members and other IT functional areas.

**Tech-stack:** Unity, C#, GitHub, Firebase

## EDUCATION

### 2023 – SOLID and Clean Code for Videogames with Unity

Udemy - UC-ca861292-cd54-4361-8d1a-245816717f38

### 2020 – Front-End Web Development with React

Coursera - Credential ID B2WDAE8HNFK2

### 2020 – Front-End Web UI Frameworks and Tools: Bootstrap

Coursera - Credential ID CQFCCHLWEAL2

### 2019 – Coding Boot Camp - Full Stack Development

Tecnológico de Monterrey / Online / Mexico

### 2007-12 – B.A. Animation and Digital Arts

Tecnológico de Monterrey / Leon / Mexico

### 2006- – B.S. Computational Technologies (Unfinished)

Tecnológico de Monterrey / Leon / Mexico