



IGNACIO MOLINA CASAUS

UNITY DEVELOPER

PERSONAL PROFILE

Gaming is my passion since I was born, so I decided to dedicate myself to help make this industry better and keep learning about myself and my passion on this journey.

CONTACT



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[ignacio-molina-gamedev](https://www.linkedin.com/in/ignacio-molina-gamedev)



darsay.itch.io



ignaciomolinadev.studio



<https://github.com/darsay>

EDUCATION

Rey Juan Carlos University

Videogame Designs and
Development degree

Level Up

Advanced Mobile video game
programming with Unity

C1 Cambridge English title

CORE COMPETENCIES

- Active experience in Unity and C#
- VR technologies like OpenXR.
- Unity advanced subjects such as tweening, Addressables, Custom Editors and Unit Testing.
- Unity Gaming Services.
- Scrum and AGILE methodologies.
- Design patterns, Separation patterns and Clean Code.
- Multithreading

EXPERIENCE

SpikaTech

OCTOBER 2022 - NOW

- Multiuser netcoding development
- VR and stereographic 3D features development.
- Connecting various builds using IPC and multithreading

Bliss Pictures - Lead Unity Developer

AUGUST 2022 - OCTOBER 2022

- Gameplay programming.
- Game architecture design.

Welme - Unity Developer

MARCH 2022 - JUNE 2022

- Developing VR interactions between the user and the virtual environment.
- Using inner APIs and developing networking features using Mirror.

5th Element Gaming - Unity Developer

OCTOBER 2021 - JANUARY 2022

- Core Gameplay implementation.
- Code Structure Design.
- Developing tools for the design team.