

# Diego Andres Mendoza Castro

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*My goal is to create interactive experiences that inspire and connect with players. I am looking to join a company that values innovation, where I can apply my skills to contribute to meaningful projects while growing professionally and delivering excellence in every challenge.*

## PROFESSIONAL EXPERIENCE

### Plantin.cl

Internship – Developer, Programmer, Game Designer. Unity Engine

**Santiago, Chile**

*January 2025 – May 2025*

- Developed gameplay features using Unity and C#, including mechanics, interaction systems, and custom controllers.
- Implemented advanced systems such as:
  - Network-synchronized NPCs using Photon Fusion, including animations, movement, and dynamic preferences.
  - Multiplayer chat systems using Photon Chat and Photon Fusion 2.
  - Complex interactive UI, drag-and-drop reordering, mission management, and in-game chat.
- Collaborated in the design, programming, and testing of essential game components.
- Created technical documentation for features, architecture, and project workflows.

### Utopic Studio

Developer and Programmer of Interactive Experiences. Unity Engine

**Santiago, Chile**

*October 2022 – March 2025*

- Developed and implemented full game logic and technical systems in Unity, ensuring correct functionality and optimization.
- Managed all programming and configuration tasks, from scripting to systems and asset integration.
- Worked with XR Interaction Toolkit to build VR experiences, including interaction design, device simulation, and testing.

### Empresas Support, Metro de Santiago

Security Guard

**Santiago, Chile**

*August 2021 – Present*

- Provided customer guidance and managed low-risk situations within the metro environment, ensuring safety and order at all times.

## EDUCATION

### UNIVERSIDAD BERNARDO O'HIGGINS

Engineering in Virtual Reality and Digital Game Design

Honors: Graduated with unanimous distinction.

**Santiago, Chile**

*October 2025*

## SKILLS

- Unity / C#: Gameplay development, systems, and technical architecture.
- Unreal Engine / Blueprints: Prototype creation and visual scripting for gameplay logic.
- VR/AR Development: Immersive experience creation using Unity, XR Interaction Toolkit, and advanced interaction systems.
- Languages: Native Spanish, fluent English.

