Emilio Jimenez
Los Angeles, CA | (909) 272-1474
ejimeneztech.github.io/portfolioGE | github.com/ejimeneztech

Unity Developer | Gameplay Programmer | Software Engineer

Skills

Unity & Game Development
Unity (2D & 3D), C# Gameplay Programming, Gameplay Systems (Inventory, Interaction, Player Controls), ScriptableObjects, Input System, Physics, Colliders, UI (uGUI, basic UI Toolkit), URP (exposure), Timeline, Addressables (exposure), Audio, Animation, VFX Integration

VR / 3D Foundations
3D Gameplay Programming, FPS Controllers, Interest & foundational exposure to VR / AR / XR

Software Engineering & Tools
Object-Oriented Programming, Debugging, Git / Version Control, Python (Automation, Tooling), AWS (Lambda, S3, CloudWatch), Jira, Agile/Scrum

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Experience

Software Engineer / QA (Unity)
Diamond Game Enterprises — Chatsworth, CA | Jan 2024 – Present

- Tested and debugged Unity-based casino and lottery games for gameplay, performance, and compliance.
- Collaborated with developers to reproduce and resolve gameplay, UI, and input issues.
- Created feature-level test plans and validated production releases.

Software Engineer (Backend / Tools)
TMX — Remote | Mar 2021 – Jul 2023

- Built Python validation tools and backend scripts to verify data pipelines.
- Developed dashboards and monitoring tools for system reliability.
- Supported distributed workflows using AWS Lambda, S3, and CloudWatch.

Data Quality Engineer / QA (Unity)
Age of Learning, Inc. — Glendale, CA | Dec 2018 – Mar 2021

- Tested and validated Unity-based educational games across mobile platforms.
- Automated QA and data validation workflows using Python.
- Partnered with engineers to support stable production releases.

Projects

Lilith — 2D Top-Down Horror (Unity, C#)
github.com/ejimeneztech/lilith

- Built a modular inventory and interaction system.
- Integrated animation, audio, and VFX with clean architecture.

Lab Escape — 3D FPS Game Jam Project (Unity)
spacegoat3d.itch.io/zombies

- Implemented FPS movement, interactions, and core gameplay.
- Integrated 3D animation, audio, and VFX in a complete playable build.

Education

Iowa State University — B.S. Management Information Systems