

Edgardo Alejandro Galdámez Velásquez

Unity Game Developer

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I'm a Unity Gameplay Programmer focused on mobile F2P. I build responsive core loops and reliable UI/VFX reward flows, wire LiveOps screens to REST/JSON backends, and instrument analytics for clear insights. Tools: Unity (C#), DOTween, Addressables, UGUI/UI Toolkit, Cinemachine, Firebase/Nakama, Git. Notable outcomes: ~50% fewer reward-flow conflicts, three prototypes shipped in six weeks, and reduced frame spikes on target devices. Open to remote or relocation.

Work History

04/2023 - 10/2025

Game Developer

Harmony Games

- Rebuilt tile/loop timings and input feel (Unity C#, DOTween) to reduce interaction latency and improve clarity.
- Implemented UI/VFX sequences and reward flows (Addressables, animation events, SFX hooks), preventing clashes via gating/queue logic (50% fewer flow conflicts).
- Integrated LiveOps screens with backend (REST/JSON, analytics tags) to ensure correct reward claims and persistence.

12/2020 - 02/2023

Game Developer

Kubiak LLC

- Prototyped minigames and early mechanics for mobile titles (Unity C#), shipped internal builds to gather feedback (3 prototypes in 6 weeks).
- Built mobile UI flows with consistent interaction states and transitions (Animator, UI Toolkit/UGUI) improving task completion time.
- Supported a poker game optimization push (profiling, batching, sprite atlas) cutting frame spikes.

10/2019 - 01/2020

Internship

TreeCloud Technologies, San Salvador

- Explored emerging technologies like Unreal Engine 4 for game development.
- Built mini-game prototypes (memory, pinball) using motion detection and interactive projection.
- Created drone simulation and LiDAR visualization prototypes in UE4 for real-time behavior testing.

10/2017 - 10/2019

Junior Developer

OFBOX, Antiguo Cuscatlán

- Reviewed code and debugged errors to improve performance.
- Designed and implemented scalable applications for data extraction and analysis.
- Developed an integration platform for internal applications.

Education

01/2012 - 12/2020

Computer Science Degree

UCA (Universidad Centroamericana José Simeón Cañas)

Graduated from Computer Science Degree at "Universidad Centroamericana José Simeón Cañas" (UCA)

01/1999 - 01/2010

Primary school and secondary school

Liceo Salvadoreño

Skills

- MYSQL
- ORACLE
- Java
- Javascript
- HTML
- JMS
- Apache Camel
- Unreal Engine 4
- C#
- Unity 3D

Languages

- English
- Deutsch