

# Edgardo Alejandro Galdámez Velásquez

Unity Game Developer

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**Website** <https://gardo93g.github.io/index.html>



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

2023-04 - 2025-10

### 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.

2020-12 - 2023-02

### 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.

2019-10 - 2020-01

### 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.

2017-10 - 2019-10

### 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

2012-01 - 2020-12

### Computer Science Degree

*UCA (Universidad Centroamericana José Simeón Cañas)*

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

1999-01 - 2010-01

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