

# Edgardo Alejandro Galdámez Velásquez

## Staff Software Engineer

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Portfolio: [gardo93g.github.io/index.html](https://gardo93g.github.io/index.html)

## Profile

I'm a Unity UI Developer with experience in mobile F2P. I build interfaces in Unity using UGUI and UI Toolkit, creating menus, HUDs, pop-ups and event screens that stay readable and responsive across devices. My main tools are Unity (C#), DOTween, Addressables, UGUI/UI Toolkit, Cinemachine and Git. I turn wireframes into interactive UI flows, wire screens to LiveOps/backend data (rewards, timers, progression), and focus on animation/VFX polish, solid anchors/layouts and draw-call-friendly hierarchies so the UI feels smooth on real devices. Open to remote roles or relocation.

## Skills

- Unity 3D, C#, UGUI, Unity UI Toolkit, DOTween, Addressables, Cinemachine
- LiveOps integration (REST/JSON, analytics tags, reward/timer/progression wiring)
- UI/UX implementation, HUDs, menus, pop-ups, event screens, responsive layouts
- Performance awareness (draw-call-friendly hierarchies, batching, sprite atlases)
- Backend-integrated flows, SFX/VFX hooks, animation event sequencing
- SQL databases: MySQL, Oracle
- Java, JavaScript, HTML, JMS, Apache Camel
- Unreal Engine 4 (prototyping, visualization, simulations)

## Work Experience

### Game Developer - Harmony Games (USA - remote) | 04/2023 – 10/2025

- 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.
- Implemented a Figma-to-Unity UI workflow that streamlined UX iteration, and documented and trained other developers to ensure the pipeline could be maintained long-term.

### **Game Developer – Kubiak LLC (USA - remote) | 12/2020 – 02/2023**

- Prototyped minigames and early mechanics for mobile titles (Unity C#), shipping 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.

### **Internship – TreeCloud Technologies (El Salvador) | 10/2019 – 01/2020**

- 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.

### **Junior Developer – OFBOX (El Salvador) | 10/2017 – 10/2019**

- 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**

### **Computer Science Degree – Universidad Centroamericana José Simeón Cañas (UCA) | 01/2012 – 12/2020**

### **Primary and Secondary School – Liceo Salvadoreño | 01/1999 – 01/2010**

## **Languages**

- English – Business level
- Deutsch – Beginner