Edgardo Alejandro Galdámez Velásquez

Unity UI Developer

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.

Work Experience

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.
- 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.

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

Personal Info

Email
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GitHub
https://github.com/gardo93g

LinkedIn
www.linkedin.com/in/edgardo-g-930568143

Website
https://gardo93g.github.io/index.html

Skills

MYSQL

ORACLE

Java

Javascript

HTML

JMS

Apache Camel

Unreal Engine 4

C#

Unity 3D

Languages

English - Business

Deutsch - Beginner