MATHEW LAZARTE

Senior Game & Web Developer

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Experience

Kalepa
Tokyo, Japan
Senior Unity Developer
10/2024 - Present

- Strong knowledge of the .net framework 2.0 or above
- Participate in the service organization's annual strategic planning process
- Getting to know the structure, processes and tools of our company, as well as our vision and strategy
- Created advanced gameplay mechanics and systems for various VR projects
- Developed interactive and immersive virtual reality (VR) experiences using Unity game engine
- Leverage Cross Platform toolkits such as Unity to help accelerate Mobile Development
- Debugged and resolved technical issues and bugs within the game or application

SMRI
Daraga, Philippines
Unity Developer
09/2020 - 06/2024

- Experience developing standalone game tools
- Knowledge of asset pipeline architectures and game engines
- Experience with Perforce or other version control systems
- Experience with Oracle or other relational databases
- Strong programming skills in C#, C++
- Expertise in Unity3D
- At least 2yrs in F2P games
- Rich portfolio that includes numerous examples of web, mobile, interactive and application work

Replenysh (via Upwork)
Tigaon, Philippines
Unity Developer Intern
02/2016 - 04/2019

- Write clean, readable and reusable code that is well documented
- Code mobile apps to achieve test objectives
- Coordinate with internal and external creative resources to produce creative assets to be integrated into prototypes
- Experienced Application Developer with launched products for iOS / Android
- Proficiencies desired: Objective-C, iOS, Android, Unity, HTML5, JavaScript, CSS
- Experience with source code management in a collaborative environment
- Experience with API creation / management
- Quickly learn complex systems and new technologies

Education

University of Nueva Caceres
Location
Engineer's Degree in Computer Science
01/2011 - 07/2015

- During my time at the university, I pursued a Master's Degree in Computer Science, where I gained a strong foundation in programming, data
- For the same period. In my final year, I was honored to receive the Computer Science Excellence Award for my outstanding academic
- Performance

Summary

Game developer with 15 years of professional experience in game/unity development. I am a highly reliable Unity3D developer with more than 10 mobile game titles on Android and iOS. I specialize in Unity3d, C#, AI design and 2D/3D game development.Unity development professional with 6 years of experience in game and web development, expert in Unity3D and C# programming. My key achievements include creating advanced gameplay mechanics and systems for various VR projects and developing interactive virtual reality experiences using the Unity game engine. Developed and launched numerous games and applications for iOS and Android platforms, contributing significantly to the organization's technical objectives.

Skills

Unity Developer • Unity Engine • C# Programming • 2D/3D Game Development Gameplay Mechanics • Asset Integration • UI/UX Design • Animation Systems • Game Physics • Mobile Optimization • Debugging & Troubleshooting