JOSÉ JAVIER FUENTE MEZA

SUMMARY

Unity Developer with strong experience designing and leading frontend systems for production-ready interactive applications. Specialized in Unity (C#), modular architectures, Addressables-based content pipelines, performance optimization, and cross-platform delivery (mobile, desktop, VR). Proven technical lead in Unity projects, driving architecture decisions and collaborating closely with multidisciplinary teams.

GOAL

Unity Developer focused on building scalable, maintainable systems for real-world applications. Interested in long-term projects where architecture, performance, and clean code matter as much as the user experience.

Contact

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Game Site: https://javman18.itch.io/
Portfolio: https://javman18.github.io/
GitHub: https://github.com/javman18
Blog: https://www.javierfuente.com

EXPERIENCE

Video game Programmer

Unity Developer (.NET ecosystem) - Yeltic (Jan 2023 - Present)

- Technical lead for Unity frontend development across multiple large-scale educational, therapeutic, and industrial applications.
- Defined Unity architecture standards, modular systems, and reusable frameworks shared across products.
- Drove technical decisions related to performance, memory optimization, and scalable content pipelines using Addressables.
- Implemented reusable gameplay and interaction systems shared across multiple products.
- Built content-driven architectures to support multiple learning modules, levels, and game variants.
- Optimized performance and memory usage for mobile and VR platforms.
- Managed iOS build pipelines, versioning, and deployment.
- Collaborated with designers, artists, and product teams using Agile/Scrum workflows.
- Projects: Play & Learn, SEDENA VR Therapies, Virtual Plant Coronatec, Yeltic leARn.

Unity Developer - Gemugami (6 months)

- Developed core gameplay systems and reusable tools in Unity (C#).
- Focused on clean architecture, code maintainability, and iteration speed.
- Collaborated closely with designers to implement and refine gameplay features.

Freelance Game Developer (2020 - 2022)

- Developed games using Unity; focus on systems, prototyping, and UX.

PROJECTS

- Miktlan Hacking (MOBA): Enemy AI system development
- Trails of Tucana: Gameplay logic and flow
- Yeltic leARn: AR interaction and multiplayer
- SEDENA Exposure Therapies: VR therapy experience design
- Virtual Plant Coronatec: VR industrial training
- Play & Learn: Vocabulary-based minigame suite
- Thesis: RTS AI agent generation in Unity (Tool)

CERTIFICATIONS

Front-End Web UI (Bootstrap 4) - HKUST, Oct-Dec 2020
Large Multimodal Model Prompting with Gemini - 2025
LLMOps - 2025

SOFT SKILLS

Self-motivated, Problem solving, Attention to detail, Responsible, Team-oriented, Time management, Perseverance.

TECHNICAL SKILLS

• Unity (C#, Addressables, modular architectures), Gameplay systems & interactive UI, Performance optimization (mobile & VR), Git / version control, Agile / Scrum, Python (AI tooling, RAG systems), C++, HTML, JavaScript, Swift (basic–intermediate)

LANGUAGES

Spanish: Native
English: Professional working proficiency

EDUCATION

- SAE Institute Mexico (2019 – 2022)
Bachelor's degree in game programming