

Jesús González

Unity Programmer - Game Developer

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Work Experience

Ingenious Softworks

Software Engineer

www.ingenious.agency

Montevideo, Uruguay

2018-current

- Primarily a Unity developer, but I also do backend and mobile programming.
- Lead programmer on [MedVenture](#), a 2D survival game (mechanics are similar to This War of Mine, or the Rebuild series). I implemented the entire game in Unity: gameplay, UI, custom editors, integration with our narrative scripting tool.
- Lead programmer on Bank of Souls, an unreleased interactive app/game that lets players store and share "memories", all within a procedurally generated 3D universe. I implemented the entire gameplay, UI and networking (C#, Unity), and most of the server backend (Python).
- Developed the tutorial of "Oh Crap App" (Unity embedded into a regular mobile app), a mobile app to assist drivers in learning their legal rights.



Posibillian Tech

Unity Programmer

www.fhacktions.com

Asunción, Paraguay

2017-2018

- Worked on [Fhacktions](#), a geo-localized multiplayer MOBA style game.
- My tasks mainly included GUI and gameplay (frontend) programming, all with Unity and interacting with the Java based game servers.
- I led the programming of a big UI/UX rework of the game, and created many custom editor tools as a result.



- In 2014, the company started an advergaming division, and there I developed games for several local brands, mostly using Unity.
- I was initially a web and mobile developer, and also did backend work (Python).

