Jorge Hernandez

Unity Game Developer

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Professional Summary

Experienced Unity developer delivering published titles from prototype to release. Specialized in gameplay programming, UI/UX, and multiplayer systems, with strong expertise in optimization, integration of third-party services, and remote team collaboration.

Work Experience

Game Developer — Blayze Games – Remote (USA)   2021 – 2025

- Built and released *Idle Sushi 24/7* and *Era of War* using Unity (C#), developing monetization systems (Unity IAP, Ads) and complete UI flows (uGUI).
- Implemented the Battle Pass system in *Forward Assault*, developing UI (uGUI) and integrating REST APIs to support live features and player progression, which contributed to an increase in concurrent player population.
- Developed core multiplayer mechanics for *Firefront (Alpha)* in Unity (C#) with Photon PUN 2, integrating FMOD for advanced audio, optimizing performance with DOTS/ECS (35% gains), and programming AI-controlled bots to balance matches.

Game Developer — Capitanos – Remote (USA)   2019 – 2021

- Developed core gameplay systems and features for *Darkzone* (Unity, C#), released on Google Play, including socket-based multiplayer functionality and in-game chat.
- Integrated 2D animations in Unity with Spine and DoTween, ensuring smooth transitions, and built interactive UI (uGUI) from Figma designs with strong visual fidelity.
- Set up and managed monetization with Unity IAP, implementing complete transaction flows and product configuration.

Technical Skills

Game Engine: Unity (2D/3D)
Programming Languages: C# (OOP)
Development Tools: Git, GitHub, GitLab, Bitbucket, Visual Studio, Visual Studio Code
Networking & Backend: REST API integration (UnityWebRequest), Photon PUN 2
Unity Frameworks & Components: Mecanim Animation System, Cinemachine, Unity uGUI, Unity Physics, Scriptable Objects, Unity Profiler, DOTS/ECS
Animations & Visual Effects: DoTween, Unity Particle Systems
Integrations & Services: Firebase (Analytics, A/B Testing, Events), FMOD, Unity Ads, Unity IAP
Artificial Intelligence: State Machines, Behavior Trees, NavMesh Agents

Education

Certified Programmer – Universidad de Los Andes, Venezuela (2017)

Certifications

Mastering Game Feel in Unity – Udemy (2025)
Design Patterns for Game Programming – Udemy (2021)
The Beginner's Guide to Artificial Intelligence in Unity – Udemy (2020)

Languages

Spanish (Native), English (Professional Working Proficiency)