Jorge Hernandez

Unity Game Developer

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Professional Summary

Unity Game Developer with 7+ years of experience delivering complete projects across multiplatform environments, including mobile and WebGL. Specialized in gameplay programming, responsive UI, and AI systems, with a strong focus on performance optimization and third-party integrations, known for technical ownership and adaptability within remote Agile teams.

Work Experience

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

- Developed and released *Idle Sushi 24/7 (Idle Casual – Android/iOS)* and *Era of War (Idle Auto Battler – Android/iOS)*, from early prototype to launch, taking ownership of gameplay systems, monetization flows (Unity IAP, Ads), and UI (uGUI).
- Integrated Firebase Analytics and A/B Testing to support iteration and improve retention, with working knowledge of KPIs (CTR, CPI, Retention).
- Implemented the Battle Pass system in *Forward Assault (Shooter – Android/iOS/Web)*, developing UI (uGUI) and integrating REST APIs to support live features and player progression, which contributed to an increase in concurrent player population.
- Built multiplayer mechanics for *Firefront (Shooter – Android, Closed Alpha)* with Photon PUN2, AI bots, and FMOD audio. Achieved 35 % performance improvement via ECS optimization.

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

- Developed core gameplay systems and real-time multiplayer features for *Darkzone (Idle RPG – Android/iOS, later delisted)*, published on Google Play.
- Integrated 2D animations (Spine, DoTween) and created a responsive UI from Figma designs.
- 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, SOLID, design patterns)
Gameplay & AI: Character controllers (2D/3D), Unity Physics (collisions, raycasting, rigidbodies), State Machines, Behavior Trees, NavMesh Agents, AI bots
Networking & Backend: Photon PUN 2, REST API integration (UnityWebRequest)
Optimization & Performance: Unity Profiler, DOTS/ECS, mobile performance tuning, Addressables
Audio, Animations & VFX: FMOD, DoTween, Unity Particle Systems, Mecanim Animation System, Cinemachine
Integrations & Services: Firebase (Analytics, A/B Testing, Events), Unity Ads, Unity IAP
Collaboration & Version Control: Jira, Trello, Slack, Git (GitHub, GitLab, Bitbucket)

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)