

JORGE HERNANDEZ

UNITY GAME DEVELOPER

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PROFESSIONAL SUMMARY

Unity Game Developer with 7+ years of experience delivering games across casual, idle, strategy, and FPS genres. Specialized in gameplay programming, multiplayer systems, UI/UX, and monetization. Experienced in full-cycle development from prototype to release, with a strong track record optimizing performance and integrating third-party services for mobile and cross-platform projects.

WORK EXPERIENCE

Game Developer | Blayze Games – Remote (USA)

2021 - 2025

- Built two casual mobile games (Idle Sushi 24/7 and Era of War) in Unity (C#), working closely with a small team from pre-production to release on Google Play and App Store, where both games reached over 1,000 downloads. Delivered core gameplay systems, UI, and monetization features.
- Worked on the development of the Battle Pass system for the competitive shooter Forward Assault, including in-app purchase integration (Unity IAP), UI implementation (uGUI), integrated REST APIs via UnityWebRequest to support live features and player progression systems. Improved gameplay stability and bug fixing, contributing to increased concurrent player counts.
- Developed core multiplayer mechanics for the FPS Firefront (Alpha stage) using Photon PUN 2, supporting up to 40 concurrent players on mobile. Integrated FMOD, replacing Unity's default audio system with a more dynamic and high-quality solution. Applied DOTS/ECS optimizations, achieving performance gains of up to 35% on mid-range devices. Additionally, programmed AI-controlled bots to automatically fill empty player slots during matches.

Game Developer | Capitanos – Remote (USA)

2019 - 2021

- Designed and implemented gameplay systems and core features for Darkzone, a 2D mobile game built with Unity (C#), which was released on Google Play during its lifecycle.
- Imported and integrated 2D animations using Spine for Unity, ensuring smooth transitions across gameplay and UI.
- Translated UI designs from Figma into interactive interfaces using Unity uGUI, maintaining visual fidelity and usability across devices.
- Implemented socket-based communication to support multiplayer functionality and in-game chat.
- Set up and managed the in-app purchase system (Unity IAP), including the complete transaction flow 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 and 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.
Languages: Spanish (Native), English (Professional Working Proficiency)

EDUCATION

Certified Programmer - Universidad de Los Andes (Venezuela) | 2017

CERTIFICATIONS

Mastering Game Feel in Unity - Udemy (Online) | 2025
Design Patterns for Game Programming - Udemy (Online) | 2021
The Beginner's Guide to Artificial Intelligence in Unity - Udemy (Online) | 2020
Unity Game Development Academy: Make 2D & 3D Games - Udemy (Online) | 2018
Learn Advanced C# Scripting in Unity 5 for Games - Udemy (Online) | 2017