

JORGE HERNANDEZ BUCCI

UNITY GAME DEVELOPER

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PROFESSIONAL SUMMARY

Experienced Unity developer with multiple published games across casual and multiplayer genres. I've contributed to projects of all sizes, from quick prototypes to full-scale productions. I work across various areas of development, including game mechanics programming, UI/UX implementation, animations, artificial intelligence, physics, and integration of external tools.

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), and backend communication using UnityWebRequest. Also handled bug fixing in core gameplay mechanics, leading 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.

Unity Frameworks & Components: Mecanim Animation System, Cinemachine, Unity uGUI, Unity Physics, Scriptable Objects, Unity Profiler, UnityWebRequest, DOTS/ECS.

Animations and Visual Effects: DoTween, Unity Particle Systems.

Integrations & Services: Firebase (Analytics, A/B Testing, Events), FMOD, Unity Ads, Unity IAP, Photon Pun 2.

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