

08840 Viladecans, Barcelona
(+34) 622 25 67 41

Jose Manuel Veiga

Unity Developer



Profesional Experience

Unity Developer – Android API & Backend Vision Brain S.L

June 2024 – August 2024

- Upgraded **Android** project to **API 30+**, fixed device compatibility.
- Resolved **AWS backend issues**, restoring stability in cloud service communication.
- Updated development toolchains (JRE, JDK, JVM, .NET, DLLs).

Unity Developer - Remote Jellyworld Games

May 2021 – June 2022

- Contributed to the release of two **Steam titles (Trainpunk Run, My Daily Pets)**.
- Applied **OOP** and **SOLID principles** to refactor architecture for long-term maintainability.
- Collaborated via **Slack** + **Agile sprints** with cross-discipline teams.

Unity Developer -Internship Jellyworld Games

January 2021 – April 2022

- Supported multiple Unity projects, delivering **clean** and **structured code**.
- **Structured** and **refactored code** for scalability and clarity.
- Supported launch prep for **Trainpunk Run** and **My Daily Pets**.

Freelance & Solo Projects

- Solo Developer – **Unity 6 Android** RPG (in development, targeting **Google Play** release).
- Built a scalable **Addressables** pipeline for efficient **asset delivery** with **Unity CCD**.
- Applied profiling-led optimization to minimize **CPU/GPU load**, **memory usage**, and **build size**.

Ongoing

Technologies

- **Game Engines & Languages:** Unity 6, Unreal Engine, Godot, C#, C++, Java, JavaScript, GDScript, Android Studio
- **Optimization:** Profiling, Addressables, memory/GC tuning, build optimization
- **Backend & Cloud:** Firebase Firestore, AWS, SQLite, MongoDB, Unity Gaming Services
- **Collaboration:** Git/GitHub, Plastic SCM | Agile/Scrum

Education & Certifications

- Institut Pedralbes— Multi-Platform Software Development in Software Engineering
Barcelona, Spain
- Escola Goar— Bachelor's Degree
Viladecans, Spain
- MVC Architecture For Unity 6 & C# - Lifetime Access (Udemy) December 2024
- Unity Developer Course - (OpenWebinars) January 2021
- Unreal Engine 5: Soulslike Melee Combat System - (Udemy) December 2023
- Big Data Module - (Intermedia) July 2025