

# Jose Manuel Veiga

## Unity Developer



### Professional Experience

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#### 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

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- 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

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- 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

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- 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