LUIGI GARCIA

GAME PROGRAMMER

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Game programmer with 10+ years of experience. I've worked primarily with Unreal and Unity engines, developing various games across PC, VR, mobile, and web platforms.

My specialties include gameplay programming, architecture, multiplayer netcode, and optimization.

My goal is to create memorable gaming experiences and continue to improve my skills.

SKILLS

- Languages: C++ (expert), C# (expert), C, Python, Java.
- Engines: Unity (expert), Unreal (expert), Hazel, JMonkey.
- Software architecture: design patterns, ECS, data-oriented, object-oriented, unit testing.
- Netcode: synchronization, lag compensation techniques, client/server, client prediction.
- Strong math and physics: vectors, matrices, quaternions, dynamic bodies, collisions.
- Optimization and low-level programming: memory, caching, CPU, GPU.
- Graphics programming: OpenGL, shader programming.
- Game AI: state machines, behavior trees, pathfinding, steering behaviors.

EXPERIENCE

Lead Game Programmer at Hololabs, Victoria, Canada [2023 - 2024]
- Implemented core player mechanics and multiplayer netcode for the game Phantasms VR.
- Led the development team and linked with design and production.

Senior Game Programmer at Ludia, Montreal, Canada [2019 - 2022]
- Optimized UI rendering, memory usage, and asset loading for the mobile games Disney Wonderful Worlds and DC Heroes & Villains.
- Implemented park builder mechanics for the game Disney Wonderful Worlds.

Lead Game Programmer at People Corp Gaming, Montreal, Canada [2017 - 2018]
- Led the development team.
- Implemented the match3 engine for the game Fuzzy Critters PvP Match3.

Senior Game Programmer at Pandora Game Studio, Rio de Janeiro, Brazil [2015 - 2016]
- Implemented movement and combat for the game Bushido Saga Samurai Nightmare.
- Implemented an items system for the game Bushido Saga Samurai Nightmare, enabling the creation of numerous items and equipment from the data side.

Game Programmer at Izyplay Game Studio, Pelotas, Brazil [2013 - 2015]
- Implemented movement, combat, and boss fights for the game Apocalypse: Party's Over.
- Made many other flash games.

TOP PROJECTS

Arcade Car Controller - [Asset Store Page](#) | [Video Demo](#)
A custom car controller for arcade-style games. Released on the Unity Asset Store.

Bushido Saga Samurai Nightmare - Pandora Game Studio - [Steam Page](#)
A samurai action-adventure RPG game featuring sword combat. Released on Steam, Google Play, and Apple.

Apocalypse: Party's Over - Izyplay Game Studio - [Steam Page](#)
An action beat'em up game featuring the cartoons of the Piologo Brothers YouTube channel. Released on Steam.

EDUCATION

Major in Software Engineering, FATEC SENAC Pelotas.
- A+ average grade.
- Scholarship - R&D lab.