

Mauricio Castro

Game Programmer

Bogotá, Colombia

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Highly skilled and passionate Game Programmer with a deep understanding of software development, game programming, and the Unity game engine. A dedicated professional with a strong track record in delivering outstanding results in the field of video game development. Committed to optimizing game mechanics, enhancing player experiences, and leading successful projects.

WORK EXPERIENCE

IMMERSIVE LEVEL

July 2023 – October 2023

PROJECT LEAD AND GAME PROGRAMMER

- As a game programmer, enhanced character movement and control through advanced mechanics, including realistic terrain adaptation using reverse kinematics (IK), and optimized sound design with Wwise integration.
- Led a 15-member team to develop "The Last Crusade," achieving a 95% completion rate with a fully operational demo presented to over 900 gamers at SOFA 2023, receiving an exceptional 85% approval rating.

BMP-INFOTECH GROUP

August 2023 – October 2023

UNITY GAME PROGRAMMER

- Develop and implement a full set of character mechanics, including a finite state machine (FSM) for player actions, weapon management, dynamic life and damage systems, Unity's inverse kinematics (IK) for enhanced interactions, and seamless integration with Android UI controllers, resulting in an enjoyable main character for the user.
- Performed fine-tuning of the Android project compilation process, extending performance and efficiency to deliver a smooth gameplay experience.

PIKNAMIC

July 2023 – October 2023

UNITY DEVELOPER

- Implemented advanced texture scaling techniques and bilinear interpolation to dynamically generate high-quality screenshots in multiple aspect ratios and resolutions, while also providing users with real-time resolution selection and live preview, ensuring maximum flexibility and image quality.
- Enhanced workspace shadows based on customer requirements, offering customizable parameters (size, quality, sampling, blur level, and mip level) for efficient rendering on any 3D entity with a mesh renderer. Additionally, a user-friendly shadow type management system was developed, allowing users to switch between hard shadows and cast shadows from the interface.

EDUCATION

TIFFIN UNIVERSITY

December 2025

ONLINE BACHELOR'S DEGREE IN SOFTWARE ENGINEERING

GENERATION

June 2023

UNITY DEVELOPER

SKILLS

- C#, Advanced Unity & Git Skills, Scrum Master, Agile Methodology.
- Leadership, Assertive Communication, Growth Mindset, Quick Learning, Teamwork.

LANGUAGES

- Spanish (Native), English (B2), German (A-1).

COMPLEMENTARY COMPETENCIES AND ACCREDITATIONS

- Universidad Sergio Arboleda, Diploma in development of android mobile applications, August 2023
- Oracle Next Education F2 T3, Oracle One Program in partnership with Alura LATAM, February 2023
- Universidad Nacional De Colombia / Misión Tic 2022, Programming Diploma with emphasis on web applications, December 2022