

Software Engineer | **Mauricio Castro** | Bogotá, Colombia
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Skilled software engineer specializing in Unity/C# game development. Proven track record of delivering engaging gameplay, optimizing performance, and leading successful projects. Experienced in multiplayer, mobile, and web technologies.

EXPERIENCE

TERIUN GAMES	GAME PROGRAMMER	<i>January 2024 – Present</i>
<ul style="list-style-type: none">Developed multiplayer & singleplayer gameplay, controls, camera, and animations for mobile games (Unity/C#)Led programming for a successful hyper casual game, collaborating with artistsImplemented online multiplayer (Photon Fusion 1&2), procedural level generation, ads (Unity Ads, AdMob), analyticsOptimized performance and compatibility for Android, iOS, and PCContributed to agile planning, documentation, and milestone delivery		
IMMERSIVE LEVEL	PROJECT LEAD AND GAME PROGRAMMER	<i>July 2023 – December 2023</i>
<ul style="list-style-type: none">Enhanced character movement with advanced mechanics like IK terrain adaptationIntegrate with Wwise to implement immersive audioLed 15-person team to deliver "The Last Crusade" demo to 900+ gamers at SOFA 2023 (85% approval)		
BMP-INFOTECH GROUP	UNITY GAME PROGRAMMER	<i>August 2023 – October 2023</i>
<ul style="list-style-type: none">Developed FSM-based character mechanics (actions, weapons, life/damage) with IK and Android controller supportOptimized Android build process for improved performance and smooth gameplay		
PIKNAMIC	UNITY DEVELOPER	<i>July 2023 – November 2023</i>
<ul style="list-style-type: none">Implemented dynamic texture scaling and interpolation for flexible, high-quality screenshotsDeveloped customizable shadow system with hard/cast shadows for 3D mesh renderers		
Minecraft Rol Play Server	Spigot Plugin Developer	<i>January 2022 – March 2023</i>
<ul style="list-style-type: none">Developed gameplay optimization plugins in Java/Spigot/Bukkit/YMLCreated in-game smartphone item with intuitive UI for enhanced player interactions		

VOLUNTEER EXPERIENCE

GENERATION COLOMBIA	UNITY BOOTCAMP MENTOR	<i>August 2023 – Present</i>
<ul style="list-style-type: none">Mentored junior Unity developers in the Generation Colombia bootcamp, providing guidance and support during Game JamsConducted mock technical interviews in English and Spanish, offering personalized employability adviceParticipated as a panelist in various talks discussing the video game development industry in Colombia and worldwideAchieved a 90% student employment success rate & 200+ mentoring hours		

EDUCATION

TIFFIN UNIVERSITY	ONLINE BACHELOR'S DEGREE IN SOFTWARE ENGINEERING	<i>December 2025</i>
GENERATION	UNITY DEVELOPER	<i>March 2023 - June 2023</i>

SKILLS

- Programming: C#, Java, Python, JavaScript, HTML/CSS
- Game Engines: Unity, Unreal Engine
- Tools: Git, Jira, Android Studio, AWS, Firebase, Photon Fusion, React, Tailwind, Wordpress, Springboot, Three.js
- Methodologies: Agile (Scrum), TDD, OOP

KEY SKILLS

- Leadership, communication, problem-solving, adaptability, 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