

# Marciano A. San Diego, Jr.

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**Lead Game Software Developer** with thirteen years of experience developing video games and other interactive media applications for small indie start-ups to large public companies in the gaming, edtech, medtech, advertisement, and entertainment industries. Led the full cycle development of games in **Unity** scaling from casual games to games as a service (GaaS) projects.

Skilled in leading cross-functional teams with **Agile** project management and **Lean** software development. Practitioner of **DevOps** disciplines. Game development experience includes gameplay engineering, artificial intelligence, graphics programming, tooling, and REST API integration.

## Career Highlights

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- Transformed a static mobile game into a dynamic and responsive live service app. Utilized *Unity Addressable Asset System* for dynamic resource streaming and real-time remote content delivery via *Google Cloud Platform* and *Unity Remote Config*. Integration of bespoke backend API.
- Streamlined the company's content strategy by creating content authoring tools in *Unity Editor*. Empowered game designers and content managers to generate, publish, and control content and data for the app in real-time. Monitor player engagement with *Unity Analytics* and *Firebase*.
- Established an engineering culture that promotes self-organization and continuous improvement. Enforce coding and code review best practices supplemented by automated code analysis. Leverage *Continuous Integration* workflows using *GitHub Actions* and *Unity Cloud Build*.

## Professional Experience

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### *Learning Yogi Pte. Ltd., Bangalore, IN (Remote)*

Learning Yogi's mission is to make high-quality education accessible to every child regardless of the circumstances of birth. Reinventing education through gaming and storytelling.

- Senior Unity Game Developer** **September 2022 - Present**  
Research, design, and development of game features for their games-based educational platform. Reporting directly to the CTO. (*Unity, C#, GitLab, Sourcetree, Amazon Web Services*)
  - Reduced the *AppStore* size of the company's flagship app *Atlas Mission* by 70%+. Achieved target size by implementing asset compression and resource management best practices. Lead to higher install conversion rates and lower uninstall rates.
  - Future-proofed the codebase by applying major refactoring and architectural improvements. Increased overall understandability and maintainability to make future iterations cheaper.

**All Aboard Learning Ltd. (formerly David Morgan Education), Oxford, UK (Remote) 4 yrs 5 mos**

All Aboard Learning provides gamified EdTech solutions for children learning to read and spell.

- **Unity EdTech Team Leader** **April 2018 - August 2022**  
Assemble and lead the development team of 4-8 composed of roles in programming, game design, and art. Reporting directly to the CEO. (Unity, C#, GitHub, Sourcetree, Google Cloud Platform)
  - Created a lesson delivery system that incorporates the company's trademark *Pictophonics* (aka *Trainertext Visual Phonics*) system to provide educational content to minigames and activities.

**Crisalix Virtual Aesthetics Inc., Pasig City, PH 1 yr 3 mos**

Crisalix uses artificial intelligence, computer vision, and augmented reality in the creation of 3D reconstructions of human bodies and the simulation of aesthetic procedures on top.

- **3D Software Developer** **January 2017 - March 2018**  
Development of computer vision and 3D simulation tools for plastic surgery simulation using computational geometry and mesh manipulation. Creation of graphics shaders using Cg/HLSL. Optimization of CPU and GPU performance. Reporting directly to the CEO. (Unity, C#)

**White Widget Ltd., Quezon City, PH 2 yrs 5 mos**

White Widget is a start-up software development agency specializing in apps and games.

- **Lead Game Programmer** **July 2015 - November 2016**  
Facilitate the development of mobile game projects from pitch to release. Planning development tasks into production phases and milestones. (Unity, C#)
- **Game Programmer** **July 2014 - July 2015**  
Research, design, development, and integration of game features. (Objective-C, Cocos2d, Unity, C#)

**Gameloft Philippines Inc., Makati City, PH 4 yrs 4 mos**

Gameloft creates games for all digital platforms with an audience of 140 million monthly users.

- **Senior Game Programmer** **April 2012 - April 2014**  
Credited as **Lead Game Programmer** in various titles for *Set-Top Box* porting projects. Trained, mentored, and evaluated developers with the use of Gameloft's in-house platforms and tools. (C++)
- **Game Programmer** **January 2010 - March 2012**  
Game porting projects to platforms such as iOS Devices, Set-Top Boxes, *Nintendo DS*, and more.

## Education

**University of the Philippines, Los Baños, Laguna, PH**

- **Bachelor of Science in Computer Science** **2005 - 2009**  
Coursework included human-computer interaction research and design, user interface design usability, and formal language theory and its applications in plant growth and morphology.