

Marciano A. San Diego, Jr.

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Lead Game Software Developer with twelve years of experience in developing video games and other interactive media applications for small indie start-ups to large public companies in the gaming, education, cosmetic, advertisement, and entertainment industries. Lead 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. Game development experience includes gameplay engineering, artificial intelligence, graphics programming, tooling, and REST API integration.

Career Highlights

- 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.
- Established an engineering culture that promotes self-organization and continuous improvement. Parallel coding using the *Gitflow* version control strategy. Enforce coding and code review best practices supplemented by automated code analysis with *Codacy*. Leverage *Continuous Integration* workflows to automate release pipeline using *GitHub Actions* and *Unity Cloud Build*.
- 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*.

Professional Experience

David Morgan Education, Oxford, UK (Remote)

David Morgan Education provides gamified EdTech solutions for children learning to read and spell.

- **Unity EdTech Team Leader** **April 2018 - Present**
Assemble and lead the development team of 4-8 composed of roles in programming, game design, and art. Create interactive activities and games that entertain children as they learn to read and spell. Reporting directly to the CEO. (*Unity, C#, GitHub, Sourcetree*)
 - Created a lesson delivery system that incorporates the company's trademark *Trainertext Visual Phonics (TVP)* system to provide educational content to minigames and activities.
 - Implemented microservices architecture and test-driven development. Creation of in-house tools and libraries. (*Unity Package Manager, Unity Test Runner*)

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#*)
 - Composed curriculum recommendations for Game Development courses to be offered by the *Technical Education and Skills Development Authority (TESDA)*.
- **Game Programmer** **July 2014 - July 2015**
Research, design, development, and integration of game features. (*Objective-C, Cocos2d, Unity, C#*)
 - Represented the company in trade shows such as *Philippine Game Festival* and *National Science and Tech Week*. Did student outreach and discussed game production basics.

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 titles such as *Where's Wally Now?*, *Wonder Zoo*, and *Littlest Pet Shop* for *Freebox* and *Orange Set-Top Box* porting projects. (*C++*)
 - Head a team of 4-8 programmers in porting projects. Trained developers with the use of *Gameloft's* in-house platforms and tools. Programmer mentoring and evaluation.
- **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.