

Marciano A. San Diego, Jr.

marcisandiego@gmail.com | (+63)917 5691023 | [linkedin.com/in/marcisd](https://www.linkedin.com/in/marcisd) | marcisd.github.io

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, education, cosmetic, 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

- 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. Enforce coding and code review best practices supplemented by automated code analysis. Leverage *Continuous Integration* workflows 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

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 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.
 - Onboarded team with *Plastic SCM: Gluon* — a version control system focused on the pipeline of art production. Streamlined art asset creation workflow and reduced tech support dependency.

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.