Marco Brunetti

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SUMMARY

Game Developer with **8+ years of experience** specializing in Unity and C#, with **leadership roles** in both indie and **large-scale mobile game development**. Proven track record optimizing performance for mid-tier devices, mentoring developers, and leading cross-disciplinary teams. Passionate about community growth as **President of IGDA Paraguay**, having shipped **12+ indie titles** and contributed to **high-impact mobile games**.

EXPERIENCE

Posibillian Tech — Game Developer / Team Lead | Asunción, Paraguay | Jan 2024 – Present
- Developed and optimized a **top-performing mobile game (100k+ downloads)** for mid-tier devices within a **50+ member team.**
- **Promoted to Team Lead in 2025;** leading a team of 8 engineers to deliver features and improve game stability.
- **Mentored engineers in Unity best practices**, streamlining workflows and reducing onboarding time.
- Automated QA and art workflows with **custom C# tools**, **collaborating closely with design, art, and QA** teams to **resolve critical bugs** and **enhance game stability**.

IGDA Paraguay — President | Paraguay | May 2025 – Present
- Hosting monthly workshops and organizing meetups to foster collaboration and skill growth among Paraguayan developers.
- Secured **partnerships with government and private organizations** to advocate for funding and policy reform.
- Collaborated for **Paraguay's Global Game Jam 2025**, managing logistics and outreach for **200+ attendees**.

Programming Lead (Volunteer) | Remote | Jan 2025 – Present (Part-Time)
- Spearheaded Unreal Engine Blueprint development for Run, Veggies! (PC), a community-driven title, **mentoring 6 junior developers** in **code architecture and optimization strategies.**
- Implemented performance optimizations to enhance gameplay, **reducing packaging times by 87%**.

Freelance Game Developer & Designer | Paraguay | Jul 2017 – Dec 2023
- Shipped **12+ solo indie titles** (Unity/C#), including *The Cursed Silence* series (**4/5 stars**), praised for polished gameplay and design.
- Independently handled full-cycle development, balancing freelance work with full-time responsibilities.

RG Group — Technical Assistant | 2012–2023
- Automated logistics workflows with Excel VBA, reducing import tax calculation times by 60%.

TECHNICAL SKILLS

Core: Unity, C#, Zenject, ECS, Addressables, UI Toolkit, Performance Optimization
Tools: Git, Unreal Engine (Blueprint), Blender, Photoshop, ClickUp, Trello, Taiga

EDUCATION

- **The Americas Southern Cone University** | Game Programming & Animation | 2023
- **Paraguayan Adventist University** | Bachelor of Business Administration | 2017–2021

SELECTED PROJECTS

The Cursed Silence Series (PC) | Solo Developer (Unity)

- Built in Unity with C# scripting; featured dynamic dialogue systems.
- Achieved 4.5/5 ratings for polished mechanics. [View on itch.io]

Run, Veggies! (PC) | Programming Lead

- Led gameplay and UI programming in Unreal Engine Blueprints.
- Mentored team in code review best practices. [View project]

CERTIFICATIONS

- EF SET C2 English Certificate – Full Professional Proficiency
- Unity & C# Fundamentals – Zenva / LinkedIn Learning

LANGUAGES

- **Spanish:** Native Proficiency
- **English:** Full Professional Proficiency (C2)
- **Portuguese:** Limited Working Proficiency (B1)
- **Guaraní:** Elementary Proficiency (A2)