Lelouche Dietrich Nahuel Ezequiel

Technical Lead with a deep focus on code quality and refactoring for scalability. Experience in full feature design and production bug management.

✉ calaverax@gmail.com   📞 +54 9 11 3074-9723   in linkedin.com/in/lelouche/

🔖 Profile

I have been in the Video Game Industry since **2008**, working for large companies like Gameloft and also for small Startups, developing various styles of games. I consider myself a **generalist programmer**, as there is no challenge I would not face. I always try to give my best and leave my signature on everything I work on.

⌞ Technical Skills and Tools

- Unity 3D
- C#
- C++
- Objective-C (iOS)
- JavaScript / Node.js
- Groovy
- SDK/Plugins Integrations
- Windows Mobile
- JSon / Rest API
- AI/Automation
- Jira / Bugsnag / Sparx
- Bash Console
- Scrum Master
- Unreal Engine (Research)

⛓ Languages

Spanish: Native
English: Communicational

🎓 Education

TECH University
MBA in IT Management (CTO)
Currently studying

TECH University
Bachelor's Degree in Video Game Design
Completed

I.M.A.G.E Campus
Professional Video Game Developer
2007 - 2010 (Incomplete)

⚖ Professional Experience

2024 - Present
Senior Engineer @ Trick Studios

As a Senior Engineer on a consolidated AAA project, my main focus is on critical bug resolution and maintaining the game's tool ecosystem. My responsibilities include server and database management and internal software development, ensuring the stability and efficiency of the production and development environment.

Technologies: C#, JavaScript, Groovy, Bash Console, Node.js, Jira, Bugsnag, Sparx

2021 - 2024
Tech Lead @ Games Station

Lead Programmer and technical reference for the project **Grow Empire: Rome** (Android/iOS). Key focus on UI redesign, visual improvements, and development of new systems designed to target game retention and revenue.

Technologies: Unity 3D, Firebase, Ads Mediators, Unity Cloud Build

2019 - 2021
Sr. Video Game Developer @ Bigfoot Games

Worked alongside multidisciplinary teams to prototype and create Idle Games from scratch (*Fist Of Furry*). Co-developed and maintained a common SDK for rapid Idle Games prototyping.

Technologies: Unity 3D, Json, Rest API, Spine (Animations), Ads Mediators

2018 - 2021
Indie Game Developer @ Autonomous

Focus on self-directed research and development to master workflows in Unreal Engine and Unity 3D.

Technologies: Unity 3D / Unreal Engine

2017 - 2018
Sr. Video Game Developer @ Widow Games

Maintenance and unification of several finished classic board game projects (LIFE, T.E.G.). Standardization of Unity versions and plugins, and integration of build automation with Jenkins.

Technologies: Unity 3D, Jenkins

July 2013 - August 2015
Lead Programmer @ Artik Games

Lead Programmer in charge of video game development.

Technologies: C#, Unity 3D

January 2012 - June 2014
Business Software Developer @ Three pillar Global

Business software development under Objective-C for iPhone platforms.

Technologies: Objective-C, iPhone Development

June 2009 - July 2010
Game Developer / PM / GD @ Teracode S.A

Video Game Programming (Objective-C for iPhone/iPod Touch), Conceptual Game Design, and Project Manager (Scrum Master).

Technologies: Objective-C, iPhone/iPod Touch, Scrum Master

April 2008 - June 2009
Video Game Programmer @ Gameloft Argentina S.A

Video Game Programming under C++ for Windows Mobile.

Technologies: C++, Windows Mobile

✧ Featured Projects

Grow Empire: Rome
Games Station

Mix of Castle Siege with Tower Defense strategy. Successfully launched on Android and iOS, and subsequently ported to Steam and Middle Eastern stores. **Unity 3D** and Firebase Remote Config were used for remote configurations.

View on Google Play

Pocket Politics 2
Bigfoot Games (B2B for Kongregate)

A B2B Gacha Idle game. Work included *reskinning* the base game and reworking several core systems to adapt them to the new look, feel, and specific client features.

View on Google Play

Hooligans The Bravest
Artik Games

A BeatEmUp hybrid with Tower Defense, developed in **Unity 4**. Implemented all game mechanics and worked closely with the Game Designer and Artist. Used the first iteration of Unity Asset Bundles for on-demand content delivery. (Note: No longer available in stores).

View video on YouTube