

# HUGO DANIEL VALLADOLID DAUMAS

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## SUMMARY

Unity Game Developer, proficient in programming and designing game mechanics. Developed 15+ games, procedural levels and multiplayer experiences. Led teams to develop games based on vertical slice architectures.

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## EXPERIENCE

### Unity Game Developer

FUSE / People & Technology

January 2024 - Present, Durazno, Moderna, Monterrey, Nuevo León, México

- A company that offers solutions throughout new technologies and interactive apps to events and big companies.
- Engineered over 10 game mechanics and designed procedural levels for a multiplayer shooter.
- Created different interactions on a fighting VR game, using player inputs and interactions.
- Communicated with art, production and programming teams to design +20 game elements and optimize quality for better player experiences.
- Developed and optimized game mechanics by implementing C# scripts within the Unity engine, resulting in a 25% increase in game performance and a 30% decrease in load times over a six-month period.
- Engineered a multiplayer game over 6 months, boosting in-game performance by 30% while maintaining sync across users, as part of a collaborative team player.

### Unity Game Developer

Grimoire Games

January 2022 - Present, México, San Luis Potosí

- Established a collaborative learning space that cultivated robust game development practices and introduced emerging technologies to over 20 members.
- Being a main support for groups of 4-20 members through the whole process of developing 10+ videogames from different genres and mechanics.
- Conducted regular design reviews throughout game development process.
- Achieved top placements in prestigious competitions, notably "SpaceApps" and "Global Game Jam".
- Developed 5+ Unity-based mobile games over a span of 2 years, drawing on skills honed during bachelor's degree studies, utilized C# scripting and Unity Analytics for performance tracking.

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## PROJECTS

### Game Sticks

Self-organization • July 2024 - July 2024

- Implemented modular and scalable code architecture from inception to completion, enabling 10% more efficient future updates and seamlessly adding new elements.
- Implemented Trello for task management, significantly increasing the productivity by 20%.
- Implemented AI-based game elements to create complex, challenging player interactions.
- Implemented genre-specific features from D&D into a game, incorporating mechanics such as dice rolls, character customization, and skill progression.

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## EDUCATION

### Bachelor's Degree in Game Design and Development

Universidad Cuauhtémoc • México, San Luis Potosí • 2025 • 9.85

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## SKILLS

Hard Skills: Game Desing, Git/Github, Code Quality, C#, Multiplayer, Shaders, Pipelines, WebGL, AI, Particle Systems, Mobile Games, APIs, Order, Narrative Designer, Gameplay Programmer.

Soft Skills: Leadership, Constructive Feedback, Mentorship, Motivate, Passionate, Ambitious, Social Inteligence, Self-awareness, Management, Commitment, Adaptability, Proactive Approach