



Francisco Torres

SENIOR GAME DEVELOPER

PROFILE

I am a Senior Game Developer and Team Leader with 10 years experience developing games and other apps with C# and Unity.

I am a skilled team manager. I pay close attention to detail and I value good communication with my team.

WORK EXPERIENCE

TEAM LEAD

FakeDoor | January 2024 - Present

- Started this position as a Senior Unity Developer but was promoted to Team Lead when my team grew.
- I oversee my [team's work](#), manage our sprints in Jira, train and support our Junior members and develop core architectural code.
- Additionally, I write Unity tools to aid our 3D Team import their work into Unity.
- Conducted interviews and brought in new talent.

SOFTWARE DEVELOPER

Arkadium | June 2022 - December 2023

- Worked on [Journey Match](#) from ideation to publication.
- Developed the game's [core gameplay loop](#), [custom shaders](#), and level editing tools.

SOFTWARE DEVELOPER - IMMERSIVE TECH EXPERT

Axians | June 2021 - June 2022

- Advised on international projects regarding the best use of VR tech for education, while developing a Unity VR app to increase risk awareness in dangerous work environments.

LEAD GAME DEVELOPER

Digital Influx | October 2020 - January 2021

- WebGL educational [endless runner game](#) in Unity.

SOFTWARE DEVELOPER

1825 Arch. Viz. Studio | February 2019 - October 2020

- Software development using Python, C# and Unity for VR and AR business apps and [museum exhibits](#).

CONTACT

931 394 402

francisco.tadeu.torres@gmail.com

[LinkedIn](#)

[Portfolio](#)

EDUCATION

Games Technology BSc (Hons)
Kingston University, London
Graduated: June 2018

SKILLS

TECHNICAL SKILLS:

C# & .NET

Unity

HTML, CSS

REGEX

Hugo

Git

Jira, Confluence, Bitbucket

Azure Blob Storage

UNITY SPECIFIC SKILLS:

iOS & Android apps

VR and AR apps

WebGL optimization

Addressables

URP

Tool development