Francisco Torres

SENIOR GAME DEVELOPER

PROFILE

I am a Senior Game Developer and Team Leader with 6 years professional 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.
- Developed a Unity VR app on **Oculus Quest** 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

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LinkedIn
Portfolio

EDUCATION

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

LANGUAGES

English (Fluent)
Portuguese (Native)

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