Valentina Liberona Zúñiga

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ABOUT ME

Unity Game Developer with over 4 years of experience creating immersive gameplay systems and high-performance mobile and VR games. Skilled in **C#, shader programming (HLSL, Shader Graph),** and **performance optimization** for resource-constrained platforms like **iOS, Android,** and **Meta Quest.** Proficient in gameplay systems (AI, camera, player input), 3D modeling, and visual effects. Passionate about crafting engaging experiences through technical excellence, strong problem-solving, and iterative game design.

Experience

Unity Developer, *Pignus*   Jan 2023 – Present
- Developed and optimized **gameplay mechanics** for mobile and **VR** platforms using **Unity** and **C#**, targeting iOS, Android, and Meta Quest.
- Focused on **performance optimization**, including **lightmap baking**, **reflection probes**, and **HLSL shaders** for improved frame rates.
- Built and maintained modular **gameplay systems** (camera, input, AI, player control).
- Specialized in **3D asset creation and optimization** using **Blender** and **Substance Painter**, targeting stylized and high-fidelity assets.
- Integrated **VFX**, **post-processing**, and **UI animations** to ensure polished visual feedback and performance.

Frontend Developer, *Capitalizarme*   May 2022 – Mar 2023
- Developed frontend interfaces using **React** and **TypeScript**, applying best practices in game UI/UX design.
- Collaborated with designers and backend engineers to develop an interactive real estate product and a school system.

Unity Developer, *University of Oxford*   Mar 2022 – May 2022
- Developed shaders for **AmblyopiaVR,** integrating clinical logic into engaging **Unity** gameplay**.**
- Ported MATLAB scientific code into **HLSL shaders** to accelerate stereo vision training in real-time.

Unity Developer & UI/UX Designer, *University of Chile*   Feb 2020 – Jun 2021
- Designed and implemented an immersive **VR simulation** in **Unity** using **C#**, featuring AI-driven workers and interactive environments.
- Modeled and animated 3D characters and objects using **Blender** and Unity's Animator.
- Created visual effects with **Shader Graph** to enhance realism and engagement.
- Optimized lighting, occlusion, and batching for smooth experiences on **Meta Quest**.
- Prototyped AI-based NPC interactions using character behavior trees and user input.

Full-Stack Developer, *Pulso Escolar*   Jan 2019 – Dec 2019
- Developed an educational analytics dashboard using **Vue.**
- Built dynamic visualizations for time-series, filters, and responsive updates across multi-school enrollment data.

Education

Bachelor of Engineering in Computer Science, University of Chile
Completed coursework in 2018 – Degree awarded in 2021 with **Highest Honors**

Skills

- **Game Development**: Unity, C#, Object-Oriented Programming, Shader Graph, HLSL
- **Optimization**: Lightmapping, Occlusion Culling, Batching, Mobile Performance
- **3D Art & VFX**: Blender, Substance Painter, VFX, Post-Processing, Lighting
- **Animation**: Unity Animator, Inverse Kinematics, Rigging
- **UX/UI**: Game UI Systems, UI Animation, Interactive Feedback
- **Languages**: Spanish (native). English (fluent)