

Christopher Palacios

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Professional Summary

Experienced Unity3D Developer years of expertise, specialized in creating immersive gaming experiences. With great ability to deliver quality work under tight deadlines. With a passion for gaming and a commitment for excellence, making me a valuable addition to any development team seeking to bring innovative gaming concepts to life.

Skills

- Game Design
- REST APIs
- Editor Scripting
- Multiplayer
- Item Databases
- Advanced Gameplay Programming
- Unity3D
- AI
- Networking
- Game Optimization

Experience

Technical Lead Software Developer *Jan 2023 - Current*

Kuupa Solutions

Upcoming unannounced Unity3D Card game. C#

Features complex card interactions, item databases, dialogue systems. Everything programmed by me

Game Creator and Developer *Jun 2021 - Jan 2023*

No Employer.

Designed, programmed and directed my game called We Survive Tonight. Currently available for wishlist on Steam. Multiplayer survival horror RPG.

Unity Developer *Mar 2021 - Jun 2021*

Black Mammoth Games

- Early design and multiplayer framework implementation for the networked turn based combat system, including game design

Lead Unity Developer *Jan 2021 - Feb 2021*

Loopowl

- Built a complex content downloader with local file support, file cache, UI for estimated time remaining, size remaining. In Unity3D in C# using HTTP requests and proper data parsing for videos, images and text.

Lead Unity Developer *Feb 2019 - Apr 2020*

Addiktive

- Development of a pay-to-earn city builder game
- Programming of complex hex-grid like game environments and overall gameplay programming of the PvP, everything from scratch.

Unity3D Professional Teacher

Sep 2018 - Oct 2018

Education Ecosystem

- Teacher, Education Ecosystem Remote, Taught complex Unity3D subjects, like networking, user authentication and best practices
- Taught 4 total projects in total.
 - Turn based RPG combat system like FFVII, animation system, coroutines, enemy AI, animation events.
 - City Builder Game with complex grid-like placement
 - Best AI practices by doing a small zombie game, navigation.
 - Create backend user authentication in NodeJS, Express, MongoDB and communicate with it via Unity3D C#.

Lead Unity Developer

Feb 2018 - Aug 2018

RevArts Studio - Mexico City

- Development of Mobile Applications inside Unity3D, C#.
- Fully developed 5 projects within 6 months, with all deadlines met and with positive feedback on all of them.
- Developed AR/VR Rooms experiences with positive feedback on the design and implementation of features for the user experience.

Unity Developer

Feb 2017 - Oct 2017

Robot Sea Monster Games

- Development of AR/VR Experiences for mobile devices on iOS and Android

Unity Developer

Oct 2016 - Nov 2018

TanqBay Mobile

- Fully developed 2 projects.
 - Paid to Kill on iOS and Android
 - Blockhead Rising on iOS and Android
- Implemented monetization techniques for mobile platforms
- Created complex editor tools, item databases, grid like inventory systems, save and load systems with minimal impact in device performance.

Language

- English
- Spanish

Spanish, Native

English, Bilingual

Education

No Institution.

Self Employed, Self Taught