

# CHRISTOPHER PALACIOS

Senior Full-Stack Unity Developer

## INFO

### PHONE

(+52) 442 394 6444

### EMAIL

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## LINKS

[Website](#)

## SKILLS

Unity3D

Game Server Development

Gameplay Tools

No-SQL Databases

Editor Scripting

Gameplay Programming

## LANGUAGES

English



Spanish



## PROFILE

Professional full-stack Unity3D Developer, with experience in both server and client communication, with solid knowledge with design patterns and best programming practices.

With experience in creating custom multiplayer frameworks.

## EMPLOYMENT HISTORY

### Full Stack Unity Developer

Remote

Feb 2019 — Present

- Development of multiple platform software inside Unity3D, for IOS, Android and PC.
- Developed in-house development tools for interacting with the game No-SQL Database.
- Worked as one and only developer, developing a server authoritative game with a custom made multiplayer framework.
- Developed a solid RESTful API for interacting with the server. (Knowledge implementing REST)

### Unity3D Teacher, Education Ecosystem

Remote

Sep 2018 — Oct 2018

- Taught complex Unity3D subjects, like networking, user authentication and best practices.
- Taught 4 total projects in total

### Lead Unity Developer, RevArts Studio

Mexico City

Feb 2018 — Aug 2018

- Development of Mobile Applications inside Unity3D.
- Fully developed 5 projects within 6 months, with successful communication between coworkers.
- Developed AR/VR Rooms experiences with successful feedback

### Unity Developer, Robot Sea Monster Games

Remote

Feb 2017 — Oct 2017

- Development of AR/VR Experiences for mobile devices

## HOBBIES

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Play Hearthstone, World of Warcraft and to develop great experiences.

### Unity3D Developer, TanqBay Mobile

Remote

Oct 2016 — Nov 2018

- Fully developed 2 projects for iOS and Android.
- Implemented monetization techniques for mobile platforms.
- Created in-house tools to be able to design and test levels fast and efficiently.