# Laurentino Vilchez

# Game Developer

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#### **CAREER SUMMARY**

Experienced gameplay and generalist programmer with nearly 10 years in the games industry. Skilled in cross-platform development across Unreal and Unity, with a focus on polished gameplay systems. Frequently served as sole programmer on small teams, delivering PC, console, and mobile titles.

### **SKILLS**

- Tools: Unity, Unreal Engine, Godot, Git, Perforce, Plastic SCM
- Expertise: C++, C#, Blueprints, Optimization, Prototyping

#### **WORK EXPERIENCE**

## Game Developer

Acid Pixel Studios - Apr 2022 - Jun 2025

Sole programmer on a multi-platform project (PC & Switch), implementing all core gameplay systems, custom vehicles, UI, Steamworks features, achievements, Nintendo Switch user integration, and a third-party leaderboard system.

- Optimized UE5 gameplay and physics to hit 60 FPS on Switch using culling, tick control, and GPU/CPU profiling.
- Built responsive UMG UI with smooth controller and mouse support.

#### **Game Programmer**

Silent Road Games - Oct 2020 - Mar 2022

- Refactored a legacy codebase, improving architecture, maintainability, and eliminating critical bugs, significantly raising overall code
  quality and team velocity.
- Solo-developed a full Unity game for Switch in 6 months.

#### Freelance Game Developer

Freelance - Jan 2019 - Sept 2020

- Adapted quickly across diverse projects, contributing to titles in both Unreal and Unity, spanning platforms such as PC, mobile, and console, and covering a range of genres from simulation to character action.
- Implemented full 3C (Character, Camera, Controls) systems for a third-person character action game on PC, including responsive combat, precise dodging mechanics, complex animation syncing, and a seamless multi-character switching system.

#### Game Developer

Redvel Games - Nov 2016 - Dec 2018

Main programmer on a highly polished mobile sports game (Soccer Star Hero), contributing to a title with millions of downloads through efficient gameplay implementation and performance tuning.

- Built a custom Unity editor tool to accelerate level design for a soccer game, allowing rapid layout iteration and AI setup.
- Developed a fully functional player customization system in Unity, allowing players to personalize avatars with unlockable cosmetics and accessories.

# Junior Game Developer

Seis Cocos - Dic 2015 - Nov 2016

• Demonstrated multidisciplinary versatility, working across gameplay programming, frontend web development (Angular, Ionic), and game tooling.

#### **EDUCATION**

#### **Computer Engineering**

School of Computer Science and Engineering University of Málaga (2008-2015)