Ernesto Salvador Solares Guerrero

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linkedin.com/in/ernestosolares • Portfolio • Github

Unity Developer with 6+ years of experience building and shipping mobile games across Android, iOS, Amazon, and UWP platforms. Passionate about clean code, performance optimization, and immersive experiences. Dedicated to continuous learning and contributing to creative, dynamic teams.

PROFESSIONAL EXPERIENCE

AERIA CANADA   **REMOTE**

Unity Developer   *August 2016 – December 2021 and July 2022 to Present*

- Strategically planned, designed, and developed core game mechanics from inception to deployment, employing maintainable and reusable code.
- Executed the implementation of user interfaces, social features, analytics, and cloud saving.
- Integrated third-party frameworks/libraries.
- Optimization techniques to enhance performance.
- Conducted troubleshooting and resolved any technical issues.
- Seamlessly integrated diverse assets such as textures, 3D models, audio, UI, and animations.
- Successfully ported the games to various platforms, including UWP, iOS, Amazon, and Huawei

Tech-stack: Unity, C#, GitHub, Playfab, Facebook SDK, Ironsource SDK (ads), Admob.

GAMAGA   **REMOTE**

Lead Unity Developer   *January 2022 – June 2022*

- Guide the development team through the complete lifecycle of applications, including design, coding, testing, and debugging.
- Manage the schedule of the development staff and foster effective communication among team members and other IT functional areas.

Tech-stack: Unity, C#, GitHub, Firebase

EDUCATION

SOLID and Clean Code for Videogames with Unity   **ONLINE**
Udemy - UC-ca861292-cd54-4361-8d1a-245816717f38   *2023*

Coding Boot Camp - Full Stack Development   **ONLINE**
Monterrey Institute of Technology and Higher Education   *2019*

B.A. Animation and Digital Arts   **MEXICO**
Monterrey Institute of Technology and Higher Education   *2012*

B.S. Computational Technologies (Unfinished)   **MEXICO**
Monterrey Institute of Technology and Higher Education   *2006*

SKILLS

Programming: C#, JavaScript

Game Development: Unity 3D, 3D Modelling, Game Design

Web Development: MERN Stack, React

Tools: GitHub, Git

LANGUAGES

Spanish: Native

English: Fluent (TOEFL PBT 610)