

# HORACIO VALDES



Unity developer with 3+ years of hands-on experience with Open XR and Oculus API-based game development. Proficient in physics, vector calculations, Photon networking, Unity live ops, player authentication, cloud saving, ad systems, and multi-platform publishing (Steam, Oculus, Google Play, App Store).

## SKILLS

- 3+ years C#
- 3+ years Unity development
- Photon Pun
- Unity LiveOps (Player Authentication and Cloud Save)
- VR Development - OpenXR/Oculus
- GIT
- Oral & Written Communication Skills
- Trello, Miro, HacknPlan

## EXPERIENCE

SPRING 2023 - CURRENT

### THE HATFUL CORGI (LITTLE LOAF STUDIOS)

**CORE TECHNOLOGIES: UNITY2D, C#, UNITY LIVEOPS, AUTHENTICATION, AD SYSTEMS, CLOUD SAVES**

- Streamlined the level-building process by creating a framework for loading game levels within a single scene.
- Implemented player accounts using Unity LiveOps, Sign in With Apple, and Google Play Games.

2021 – 2023

### TREWEL TOWERS

**CORE TECHNOLOGIES: UNITY, C#, PHOTON PUN 2, XR INTERACTABLE, HURRICANEVR**

- Iterated over various methods of developing a multiplayer system that suits the VR experience.
- Produced detailed flow charts for complex systems.

SPRING 2021

### NEON FLIP

**CORE TECHNOLOGIES: UNITY, C#, AD SYSTEMS, MOBILE, KEYBOARD, CONTROLLER INPUT**

- Developed game scripts, including player controls, character movement, and rotation mechanics.
- Collected feedback from play testers to refine our game concept, ensuring an improved player experience and game quality.

## AWARDS

- Neon Flip – People’s Choice Award at CTFIG
- Neon Flip – GDD Showcase Most Innovative
- Trewel Towers – GDWC 2022 December #1
- Trewel Towers – GDD Showcase Best Overall

## EDUCATION

MAY 2023

**GAME DESIGN AND DEVELOPMENT (CUM LAUDE), QUINNIPIAC UNIVERSITY**