

JOSE LOPEZ

Cali, Colombia | **EU Citizen (Italy)** | **Open to relocation**

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Summary

Unity Developer with **3 shipped titles on the Meta Quest Store** and additional VR/PC client deliveries. I build **gameplay systems** and optimize performance to keep projects stable in production (**Unity Profiler**, XR constraints). Comfortable owning features end-to-end in remote, cross-disciplinary teams.

Selected Experience

Xennial Digital

Feb 2024 – Jul 2025

Unity Developer — Gameplay Systems & Performance

Remote — Bogota, Colombia

- Shipped and maintained **3 production Unity titles** published on the **Meta Quest Store**, collaborating with cross-functional teams in a remote pipeline.
- Sole developer for **Optics Table – Snell’s Law**, owning core gameplay mechanics, interaction systems, optimization, and deployment.
- Improved runtime stability by up to **60%** using **Unity Profiler**, refactoring and optimizing performance-critical XR systems.

Dreampulse Interactive

Jul 2025 – Present

Founder & Unity Game Developer

Remote — Cali, Colombia

- Building two Unity (**C#**) game prototypes from concept to playable builds, designing modular gameplay systems with production-ready architecture.
- Owning core gameplay loops, player feedback systems, and technical foundations designed for future scalability.
- Set up version control and remote workflows with **Gitea/Git** to support production-oriented collaboration.

Txool Evolucion

Jun 2024 – Aug 2024

Unity Developer — Simulation & Optimization

Remote — Cuautitlan Izcalli, Mexico

- Led development of a Unity 3D training simulation, implementing core mechanics and scenario logic.
- Reduced frame drops and interaction latency through targeted optimization using **Unity Profiler**.

Corporacion Talentum

Jun 2023 – Jan 2024

Unity Gameplay Programmer

Remote — Cali, Colombia

- Developed gameplay and gamification systems for 3D educational games in **Unity (C#)**.
- Implemented real-time multiplayer gameplay using Photon (lobbies/rooms + synced interactions), improving reliability for live sessions.

Additional Experience: Dovelp — Technical Team Lead / Unity Developer (Remote — Luton, England)

- Coordinated a remote team delivering a 2.5D platformer; hands-on gameplay systems, UI integration, and code reviews.

Selected Shipped Projects

- **Optics Table – Snell’s Law** (Meta Quest Store) — Unity (C#), XR, interactive physics simulation.
- **Molecule Builder** (Meta Quest Store) — Unity (C#), VR interaction flows, validation logic, real-time feedback.
- **Biology Dissection Lab** (Meta Quest Store) — Unity (C#), interactive 3D lab experience; contributed to production improvements.

Technical Skills

Core: Unity (C#), gameplay systems, UI integration, performance optimization (**Unity Profiler**), multiplayer foundations (**Photon**).

Tools: Git, Gitea, Android Studio, Shader Graph, VFX Graph.

Additional: C++, HLSL, Python, SQL, Unity XR, Meta Quest SDK, WebGL, Unity Netcode, Lighting, Object Pooling, ScriptableObject.

Education

Universidad Autonoma de Occidente (Autonomous University of the West)

Jan 2020 – May 2024

B.Sc. in Multimedia Engineering

Cali, Colombia

Languages

Spanish (Native), English (C1).