

Hector Magaña

Senior Unity Game Programmer

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PROFILE

Senior Unity game programmer with more than a decade of experience building and maintaining games, interactive experiences, SDKs, and development tools. Experienced across mobile, PC, Steam, AR, VR, gameplay systems, production support, and game-development education, with a practical focus on responsive experiences and reliable engineering.

CORE SKILLS

Unity / C# / C++ / Gameplay networking / Playfab

PROFESSIONAL EXPERIENCE

Game Development Teacher

UNIAT

Feb 2024 - Present | Guadalajara, Jalisco

- Teach game-development concepts and production practices using Unity.

Senior Unity Developer

Aeria Canada Studio Inc.

Apr 2019 - Nov 2021; Feb 2022 - Present | Remote - Vancouver, Canada

- Developed and maintained Unity Android projects including American Block Sniper Survival, The Survival Hunter Games 2, Rescue Robots Sniper Survival, and American Dream Home Design.
- Created reusable SDK components and internal development tools.
- Supported production Unity code across multiple released mobile titles.

Game Development Teacher

UNIVA

Feb 2017 - Present | Guadalajara, Jalisco

- Teach video-game programming and video-game art integration with Unity.

Assistant Programmer - 9 Years of Shadows

Halberd Studios

Jan 2022 - Sep 2022 | Guadalajara, Jalisco

- Contributed programming support to 9 Years of Shadows.

Game Programmer

Create For Life Studio

Nov 2021 - Feb 2022 | Guadalajara, Jalisco

- Developed gameplay features and production code in Unity.

Part-time Unity App Developer

OOMOVIL

Mar 2018 - Nov 2018 | Guadalajara, Jalisco

- Built interactive branding, AR, VR, and game experiences with Unity.

Freelance Unity Developer

Nissan

Nov 2018 - Apr 2019 | Guadalajara, Jalisco

- Developed the Nissan Champion League Tryouts interactive digital experience in Unity. For years 2018 and 2019.

Freelance Game Developer

Flynet Studios

Nov 2017 - Jan 2018 | Guadalajara, Jalisco

- Updated and maintained the Android version of FX3.

Game Developer

Unosquare

Feb 2014 - May 2017 | Guadalajara, Jalisco

- Built PC, Android, and iOS games with Unity and C#.
- Contributed to Adele: Following the Signs for Steam, Thumbbeats for Android and iOS, and the Android RPGGEMS prototype.

Software and Mobile Game Developer

Onilix, 1910 Studios, and 3DMX

2013 - 2014 | Guadalajara, Jalisco

- Developed mobile, web, desktop, and game applications using Unity, C#, .NET, PHP, JavaScript, MySQL, and REST APIs.
- Worked on the Mogura project for OUYA, PC, and iOS.

EDUCATION

Master's studies in Video Game Design and Development

UNIAT

Guadalajara, Jalisco

Advanced studies focused on video-game design and development.

Bachelor's Degree in Animation, Digital Art, and Multimedia

UNIVA - Guadalajara Campus

Dec 2011 | Guadalajara, Jalisco

High School - Programming Focus

Fray Pedro

Guadalajara, Jalisco

Programming coursework included ActionScript, C++, BASIC, and PHP.

CERTIFICATIONS

Unity Certified Developer - ID 2016045-19c341 | Unity

Apr 2016 - Apr 2018

LANGUAGES

Spanish - Native / English - Professional working proficiency

LINKS

Website: imaginoix.io

LinkedIn: www.linkedin.com/in/hector-magaña-04a13946