

MAURO SANCHEZ

GAME DEVELOPER - SYSTEMS & ARCHITECTURE

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PROFESSIONAL SUMMARY

A generalist game engineer with experience spanning big companies to startups. Developed and launched a personal project partnering with a publisher. My strengths lie in code architecture and adherence to best practices, with a passion for systems, backend development and tooling. Worked with multiple studios globally and mentored peers. Forged my career driven by a hands-on learning approach.

EMPLOYMENT HISTORY

Senior Software Engineer | GameCloud Network (February 2023 - Present)

- Led architectural design, optimizing game structures for scalability and performance, while incorporating industry-leading practices.
- Drove feature development based on design briefs.
- Spearheaded back-end and services implementation and Continuous Integration development.

Principal Software Engineer | Jam City (February 2022 - February 2023)

- Led development on multiple projects, including Frozen Adventures, Snoopy Pop, Vineyard Valley, and Panda Pop.
- Facilitated cross-game feature development by training teams in best practices.
- Mentored individual developers through coding dojos and career plans.
- Managed end-to-end build pipelines and project versions, ensuring seamless integration of build servers, engine updates, and SDKs for efficient development workflows.
- Fostered global collaboration by effectively communicating with studios across different locations.

Semi Senior Software Engineer | Jam City (February 2020 - February 2022)

- Developed features and tools for the Panda Pop project, fostering cross-team collaboration.

EXPERIENCE HIGHLIGHTS

- **Principal Engineer on Multiple Projects:** Served as the principal engineer on four successful game projects from Disney, Warner and Netflix, providing technical leadership for the developer's career paths.
- **Game Release with Publisher Partnership:** Developed the entire game Tea Hamsters and established a successful partnership with HyperBeard as the publisher.
- **Microservices Development:** Worked on the development of microservices architecture for mobile games based on Unity. Leveraged DevOps skills including Jenkins, pipeline design, and continuous integration to streamline development workflows and improve deployment.
- **Netflix Porting Experience:** Worked on the porting of the game Vineyard Valley to the Netflix platform.

TECH SKILLS:

GAME ENGINES: Unity Engine, Unreal Engine, Godot.

LANGUAGES: C#, C++, Python, GDScript, Shell Script, Groovy (Jenkins).

BEST PRACTICES: Version Control, SOLID & Design Patterns, CI/CD, Unit Testing & TDD

PLATFORMS: Android, iOS, PC.

METHODOLOGIES: Agile/Scrum.