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Ignacio Pérez-Aguirre Jiménez

Gameplay Programmer · Lead Developer

Professional Summary

Gameplay programmer with 5 years of professional experience in Unity and C#. Lead developer of **After World**, a zombie survival game live on Google Play and the App Store with 150,000+ players: I took the project over stalled, shipped it and have released 30+ updates since, owning gameplay, bosses, performance, in-app purchases and the live stack. Since February 2026 I also lead a small team, with code reviews and releases through QA.

Professional Experience

Viva Games Studios - Programmer · Lead Developer of After World

Seville, Spain · April 2024 - Present

- Took over After World, a stalled codebase of about 1,700 C# scripts, and shipped it on Google Play and the App Store in March 2025: 30+ updates since and 150,000+ players in 212 countries and regions.
- Lead developer since February 2026 (a second programmer and external level art): scope of each update agreed with the head of marketing, code reviews, and releases approved by QA.
- Performance on low-end Android: a 3-second in-game benchmark that picks a quality tier per device, AI that sleeps away from the player, and fixes from profiling QA devices. Median frame rate in the lowest tier went from 17 to 28 fps (capped at 30).
- Purchases that can't be faked or lost: Google Play receipt validation, and exactly-once delivery that acknowledges an order only after the save holding its items is on disk. Rewarded ads moved to one owner per request.
- Migrated rendering from a forked LWRP-era renderer to stock URP 14 in three weeks, rebuilding 7 render features on RTHandles and the Blitter API, and removed the legacy online backend so the game boots and saves locally.
- Built gameplay end to end: a three-phase boss with predictive grenade throws, and a wave-survival mode with a wave director, spawn scoring and navmesh reachability, so every wave can be finished.
- Built a data-driven onboarding system (70 steps as ScriptableObjects, progress saved by step id) and an editor tool that generates a wiki from the game data for QA and marketing.
- Kept the live stack shippable: Firebase, Crashlytics, Unity IAP 5, Singular, Facebook SDK, Android 15 and 16 KB pages.
- Also on Idle Mining Town (2025) and Hospital Empire (since 2025): inherited codebases, Remote Config hooks for the economy and the ads, store updates, and every online system removed from Hospital Empire (686 files).

Kometasoft S.L. - Junior Game Developer

Seville, Spain · September 2021 - April 2024

- Designed and programmed my own features in two mobile games at the same time, Bowtoys and Wall of War (Unity, C#), inside the lead programmer's codebase.
- Bowtoys: characters' special moves (such as the ice wolf's three-shard throw with continuous collision), a Flappy Bird-style match mode with a generated layout, tutorial matches, rewards and progression.
- Wall of War: the tutorial, twin-stick touch controls with auto-aim, weapons and the battle pass.

Independent Projects

Way Too Home · *ZYO Games · Co-developer · 2026 - Present*

- Online co-op game for 1 to 6 players on Steam, made in Unity 6 by a two-person studio. I wrote most of the world generation (a city built from a seed with portable random numbers, checked against the design sketch by a test), the traffic simulated on every machine and the server-validated shop. About 78,000 lines covered by 3,000+ automated tests.

Shatraj · *201 Games · Lead Programmer · 2022 - 2024*

- A 3D chess game with turn-based RPG duels in Unreal Engine 4 (Blueprints), shown at Gamepolis: LAN multiplayer on a listen server, the chess rules and the duels. Led up to five programmers.

The Ramp · *Technical test · 2026*

- A skateboarding prototype built in one week around game feel: physics-driven movement, an event-driven trick system, layered feedback and sound synthesised at runtime. Source on GitHub.

Technical Skills

Programming & engines

- Unity (5 years in production)
- C# (advanced)
- Unreal Engine 4 & 5 (Blueprints)
- HLSL and Shader Graph
- Python, SQL, JavaScript

Gameplay & systems

- Gameplay architecture and state machines
- Enemy AI: behaviour trees, A* pathfinding
- Multiplayer: online co-op (Unity), LAN (Unreal)
- In-app purchases, ads and analytics
- Data-driven content in ScriptableObjects

Performance & rendering

- Profiling on low-end Android
- URP render features
- Pooling and batching

Tools

- Git and GitHub, Perforce, SVN
- Jira, Trello
- Rider, Visual Studio
- Firebase (Analytics, Remote Config, Crashlytics), BigQuery

Education

University of Seville - Seville, Spain *September 2016 - June 2022*
Bachelor of Science - Biomedical Engineering

Others

Award: nominated for Best Mobile Game at the Iris Games Awards 2025 (Spain) with After World.

Languages: Spanish (native), English (B2-C1).