

Ignacio Ambrois - Unity Developer - ignacioambrois@gmail.com

Unity Developer with 10+ years of proven experience.

Developed apps in the Construction, Productivity and Entertainment spaces.

Worked on Hyper-Casual to online Competitive Games.

Proven experience in cross-platform solutions leveraging Unity (Desktop, Mobile, Web, XR)

Team Leadership experience in small development teams.

Read more about my work experience at: <https://ignacio.ambrois.net>

Main Skills

Unity

Typescript

Cross-Platform Development

Game Design & Tooling

AR - VR - MR - XR

Technical R&D

Debugging & Optimization

Team Leadership & Communication

Work Experience

Game Developer at **ForeVR Games** (March 2024 - Present) - Remote

- * Developing a multi-platform experience for Meta's Horizon Worlds.
- * Leveraging typescript as a scripting language and a custom engine to create all game logic.
- * Created, optimized and refined gameplay elements. Participated in all stages from conception to launch.
- * Worked with Meta to improve tooling and add features to Horizon Worlds development studios that improved performance and development speed times.

Unity Developer at **Learning Tapestry** (August 2021 - February 2024) - Remote

- * Staff Augmentation project for Paramount's Noggin app.
- * Utilizing Unity as a platform to author and play interactive experiences geared towards children between ages 3 and 6 on mobile devices.
- * Leveraging Unity as a library to embed a generic Unity player within a native app
- * Creating Unity Editor tools to enhance authoring process.

Lead Unity Developer at **FS Studio** (August 2018 - August 2021) - Remote

- * Led a team of developers to create an AR experience around a major movie franchise.
- * Design a modular based framework that allows to orchestrate gameplay sequences and enable designers to quickly iterate over them without developer participation.
- * Represented Engineering department during discovery, design and implementation phases.
- * Delegated, coordinated, set standards and practices and oversaw the results of other developers.
- * Fast prototyping of Augmented and Virtual Reality applications using Unity in the Productivity and Entertainment space.
- * Research & Development of computer vision enhanced experiences on mobile platforms using OpenCV and Mediapipe.
- * Created tools to enhance the production quality of digital twins.

◦ Ghostbusters Afterlife: ScARe

◦ UPS Integrad VR Training

Game Developer at Neon Roots (now Rootstrap) (September 2016 - August 2018) - Onsite

- * Jumpstarted newly formed game development team that created three in-house gaming projects in under a year.

- * Participated in all stages from design, development, release and maintenance of game projects.

- * Provided consulting services to clients on Gaming and AR projects by leveraging years of accumulated experience working in the Unity Engine.

- * Managed and optimized Agile and Development processes of existing gaming development teams.

- o Pocket Buddy for iOS and Android

- o BunnyWith in collab with **Alex Pardee**

- o Bumpy Riders

- o ICT Tracker

- o SwipeWarrior

Lead Game Developer at Kef Sensei Studios (April 2012 - September 2016) - Onsite

- * Developing functional prototypes of games and mobile applications using native Objective-C and the Cocoa Touch and Cocos2D frameworks.

- * Designing the system architecture and implementing 2D and 3D multiplatform games using the Unity3D Game Engine.

- * Integrating social platforms such as Facebook, GameCenter, Google Play Game Services and Amazon GameCircle. Integrating analytics solutions such as Kochava and Ad Networks like TrialPay.

- o Hidden Express for Mobile

- o Runestrike

- o Dominion Online

R&D Engineer at Southlabs (now Infragistics) (October 2011 - March 2012) - Onsite

- * Research & Development for an iOS SharePoint client called SharePlus using Objective-C

- * Created tools and widgets for custom branded versions of SharePlus

- * Developed functionality for early prototypes of ReportPlus. An analytics and reporting tool for mobile devices using Sharepoint.

Education

- * Computer Technologist (Associate's Degree)

Facultad de Ingeniería, Universidad de la República. Montevideo, Uruguay

- * Engineering High School Diploma

IUDEP. Montevideo, Uruguay

Languages: Spanish - Native - English - Full professional proficiency