

HUGO DANIEL VALLADOLID DAUMAS

📍 San Luis Potosí, San Luis Potosí, Mexico ✉ hugovalladolidd@hotmail.com ☎ +52 4443387089 📱 in/hugodanielvd 📦 tboxfinn.github.io

SUMMARY

Game programmer with 5+ years of experience in Unity and Unreal Engine. Specialized in scalable gameplay systems, modular architecture, VR/AR development, and custom editor tools for efficient, reusable, and production-ready game development workflows.

EXPERIENCE

Personal Projects

Unity Asset Store

April 2025 - Present

- Built a **Procedural Map Generator** for Unity supporting seed-based island, customizable LODs, noise, falloff curves, and height-based material assignment—reducing level design time by **60%** in open-world or survival games.
- Developed a **Modular Gacha System** featuring scalable architecture, multiple weighted reward pools, and configurable drop logic. Used ScriptableObjects and event-driven design to streamline integration across projects, cutting implementation time by 40%.
- Deployed **Prop Spawner Pro**, an in-game and editor-integrated Unity tool for procedurally placing props across game environments using customizable patterns, filters, and pooling, streamlining level design workflows.
- Designed **Screenshot Pro**, a Unity tool that enables multi-camera screenshots with runtime and editor functionality. Features include resolution presets, auto-capture modes, UI toggling, and support for capturing from multiple render targets—ideal for content creation, QA documentation, and marketing material generation.

XR Developer (Unity)

Fyware

January 2025 - July 2025

- Developed VR/AR training modules using Unity3D and C#, implementing immersive simulations for industrial requirements.
- Utilized Unity's Profiler and analytics to pinpoint bottlenecks and applied targeted script optimizations, driving tangible gains(30%) in application speed and reliability for VR environments.
- Constructed realistic tool simulation features using Unity's physics engine, raycasting, and constraint systems, enabling accurate user interactions and smoother operation in immersive VR modules.

Unity Developer

Grimoire Games

January 2022 - Present

- Constructed 2D action gameplay systems by scripting enemy behavior and implementing combat logic using Unity and C#.
- Developed custom editor tools for text manipulation, balance adjustments, and animation previewing, leveraging Unity's API.
- Applied Unity UI Toolkit and Android-specific APIs to build adaptable interface layouts seamlessly supporting multiple device resolutions.
- Directed Unity game development teams of 6+ people by applying Scrum methodologies during game jam events, overseeing collaborative sprint planning.

QA Tester & Support Developer

FUSE / People & Technology

January 2024 - July 2024

- Collaborated with 3+ development teams to communicate findings and track resolution progress, leveraging Git for version control and workflow optimization.
- Leveraged tools such as Unity UI Toolkit and Jira to identify usability challenges and communicate recommended enhancements.
- Integrated automation solutions into quality assurance processes using Jira and Git, supporting measurable(10%) workflow improvements.

EDUCATION

B.A. in Game Design and Development

Minor in Game Programming & System Design • Universidad Cuauhtémoc • México, San Luis Potosí • 2025

CERTIFICATIONS

Unreal Engine Fundamentals

U-Echo Training Center • 2025

- This certificate strengthened my understanding of the Unreal Engine editor, Blueprints, and foundational workflows for 3D game development. It directly supports my ability to prototype, debug, and implement gameplay logic in Unreal-based projects.

SKILLS

Languages & Engines: C# (advanced), Unity (5+ years), Unreal Engine (Blueprints, basic C++), Git, GitHub, Plastic SCM, Trello, Jira

Architecture & Design Patterns: State Machine, Event System, Observer, Singleton, Factory, Command, Object Pooling, Component-based Architecture, MVC/MVVM, ScriptableObject-driven design

Soft Skills: Team Leadership, Project Oversight, Issue Resolution, Critical Thinking, Research Skills, Problem Solving, Root Cause Analysis