

CARLOS CORTÉS

Senior Unity Developer | Unreal Developer | Godot Expert | Indie Video Game Designer

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SUMMARY

I am a Video Game Programmer with over 8 years of industry experience, specializing in Unity, Godot and Unreal Engine. Throughout my professional career, I have demonstrated that my standout qualities are my expertise in bug fixing and porting to various platforms, as well as my skills in performance analysis and game optimization in Unity. I take pride in my rapid prototyping abilities, which I regularly practice in my free time by creating multiple small games that I publish on my itch.io profile.

EXPERIENCE

Collaborating Researcher

[CITMAga](#)

01/04/2025 - 31/12/2025

Developer of an Unreal Engine 5 program to visualize air data in historic monuments.

Senior Unity Developer

[Brainwash Gang](#)

04/2022 - 12/2023

Worked on [Friends vs Friends](#), on various tasks such as:

- Content implementation, such as card effects, maps, characters & cosmetics
- Porting the entire game to PS5 and Xbox.
- Partial development of the backend architecture and database management.
- Main responsible of performance analysis and optimization.
- CI/CD integration with Gitlab and Steamworks
- Main responsible in the development of a «offline mode» to showcase the game in conventions
- Developer of core systems like: Buffs, Game Invites, Quests.
- Being part of the development team responsible for adding more content and fixing post-launch bugs
- Design, architecture and implementation of a matchmaking system based in openskill

Unity AR/VR Developer

[Xoia](#)

07/2020 - 04/2022

- Remote Support AR app with video call
- AR app to visualize 3D models with people occlusion in ARKit
- AR minigame app for the University of Vigo
- Interactive app for the town of Noia

Unity Developer

[AIPixelGames](#)

01/2020 - 11/2020

I was the programmer responsible for fixing bugs, maintaining the game post-launch, and implementing and fixing unfinished parts of the game in '[A Place For The Unwilling](#)'.

Head of Technology

[Demium Games](#)

11/2016 - 01/2018

Worked on multiple video game mobile titles alongside a lot of diverse teams.

EDUCATION

Bachelor of arts in Video Game Design and Development

[UDIT - Universidad Camilo José Cela](#)

TALKS

Introduction to Godot -BIG Conference 2023

I talked about using Godot coming from Unity, analysing the growth of the engine in 2023.

Game Jams & education - Gente Dando Charlas

Talk about Game Jams and their influence on formal video game development education.

PROJECTS

2023 - One game a week

I released one video game a week from 1/01/2023 to 31/12/2023, most of them working alone in a few hours. They are playable on this collection: <https://itch.io/c/5072221/2023-challenge-1-game-a-week-games>

2024/2025 - Saudade

I'm working as the only programmer alongside a few friends on the video game Saudade, which was showcased on a few indie shows and it's the winner of the Vortex Pre-Incubation Program 2024. You can see a trailer here:

<https://www.youtube.com/watch?v=NKtn7WMh5Z0>

SKILLS

- Game Engines expertise: Unity, Godot and Unreal.
- Experience optimizing performance in video games within Unity
- Git and CI/CD integration with Gitlab
- Quick gameplay design and prototyping
- Backend programming with NodeJS & MongoDB
- Tool programming in C++ for Unity, Godot & Unreal
- Experience developing performant and responsive UIs in Unity, Godot & Unreal

LANGUAGES

Spanish, Galician : Native
English : Fluent (C1-Linguaskill)