



# GUILLE SANCHEZ DM. H.

GAME DEV, PROGRAMMER, DESIGNER

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EN, SP, JP

MADRID, SPAIN



## ABOUT ME

Game & App Developer with 4+ years of experience. I published games and apps for desktop, WebGL, Apple App and Google Play stores.

## SKILLS

[VIEW MY PORTFOLIO FOR MORE DETAILS](#)

[GUILLESANCHEZ.COM](#)

- C# (.NET, Unity), C++ (low-level, UE), C
- Unity 3D and Unreal Engine development
- 2D/3D physics, player controllers, and sprite animations
- Rendering: Shaders, Particle Systems
- UI/HUD design, optimization, and coded animations
- Multiplatform development (e.g., desktop, iOS and Android)
- Real-time multiplayer systems development (Unity's NGO)
- Data design (e.g., graphs, hash tables) and parsing (e.g., JSON)
- Cloud Integration (Firestore SDK, iCloud, Google Play API)
- Monetization: IAP & Ad Networks (e.g., AdMob, AppLovin)
- Source control (Git/Plastic SCM)
- Unit Testing (NUnit framework) & Debugging
- VS profiling, Unity Profiler, Unreal Insights and Memory Profiler
- Photoshop and AfterEffects (graphics and game/app design)
- Adobe Audition (audio engineering)
- Premiere Pro (video editing)

## RELEVANT EXPERIENCE

App & Game Developer, Eldr Games Co.

April 2021 – Present

### ATOMIC TILES

[MORE INFO](#)

- Implemented Daily Challenges and Reward systems with Rewarded Ads
- Integrated game services (Apple Game Center, Google Play Games) for achievements and leaderboards
- Created scripted animations and custom VFXs for in-game effects
- Developed load/save systems for player scores and game state locally (JSON) and cloud (iOS/Android)
- Implemented share sheets for social media and other apps using native API
- Published for [Android](#) and [iOS](#)

### POKER CHIP COUNTER

[MORE INFO](#)

- Designed and developed a cross-platform app with real-time multiplayer interactions
- Fully integrated monetization strategies (both InApp Purchases and Ad Networks – Mediation)
- Created audio-visual assets with sprites, logos, animations, and SFX using Adobe Suite tools
- Implemented localization for 5 languages
- Published for desktop, [Android](#), and [iOS](#)

### GYMAPP FITNESS

[MORE INFO](#)

- Designed and developed a cross-platform app with online and offline user data management
- Integrated premium data storage and retrieval features using Firestore SDK
- Integrated a load/save system on the local device (JSON)
- Integrated an authentication system using Firebase SDK
- Implemented smooth UI navigation with object pooling and UI recycling techniques
- Published for [Android](#) and [iOS](#)

## OTHER PROJECTS

### CUSTOM STRING CLASS FROM SCRATCH (C++)

[MORE INFO](#)

- Developed an efficient low-level C++ string class from scratch aimed at minimizing heap allocations
- Implemented methods such as *reserve*, *to\_string* (supporting *std::string*, *char*, numeric types such as *double*, *int*, etc.), *append*, *format* (using STD templates), and more
- x40 faster than Unreal's *FString* and x10 faster than *std::string* and .NET *string* in string interpolation

### REVERSE ENGINEERING: PLAYER CONTROLLER • HOLLOW KNIGHT

[TRY DEMO](#)

- Developed a state machine with game states such as grounded, airborne, wall-jump, and more.
- Created a custom hitbox and collision detection, along with custom gravity system
- Tuned movement & jump parameters (units, speed, etc.) to match the feel of Hollow Knight
- Designed a jump system that uses Verlet Integration for FPS independence and perfect jump precision

## SOFTWARE



UNREAL ENGINE



UNITY



BLENDER



AFTER EFFECTS



PHOTOSHOP



AUDITION



VISUAL STUDIO



RIDER



PREMIERE PRO