

Diego Mazo

Senior Unity Developer

[Online Portfolio](#)

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[Linkedin](#)

Summary

Senior Unity Developer with 8+ years of experience and multiple published titles on PC, WebGL, iOS, and Android.

Specialized in gameplay systems and multiplayer features, with a strong focus on clean, efficient, and maintainable code. I enjoy building games from the ground up, taking them from concept to launch, and crafting scalable, modular systems that follow SOLID principles and design patterns.

Versatile across genres and platforms, I bring additional experience in performance optimization, UI development, and AI programming. Always eager to learn and contribute to meaningful, high-quality player experiences.

Skills

- Languages: C, C++, C#
- Technologies: Unity, Godot, Plastic SCM, Git
- Software Development: OOP, S.O.L.I.D Principles, Design Patterns, Clean Code, Optimization
- Game Development: AI, UI, Networking, Gameplay Systems, Mathematics for Games

Education

National Training Service SENA

Associate Degree in Software Engineering

Ago 2021 – Ago 2023

Bogotá, Colombia

Professional Experience

Qor Development

Senior Game Developer

Nov 2021 – May 2025

Remote

- Designed and developed multiplayer features for fast paced competitive games, enhancing player interaction.
- Successfully integrated Unity UGS services, including dedicated servers, matchmaking, voice and text chat, and scoring systems.
- Developed in-game economy systems, boosting engagement and monetization.

Treasure Hunters

Senior Game Developer

Aug 2023 – Nov 2024

Remote

- Developed and published hypercasual games for iOS, Android, and Steam, ensuring fast development and time to market.
- Coordinated programmers and artists for seamless collaboration and timely asset delivery.
- Designed gameplay mechanics and systems, blending programming and creative aspects.
- Optimized game performance and UI integration, ensuring responsive design across multiple platforms.
- Led cross functional teams to ensure quality control and optimal cross-platform UI for various screen sizes.

Urmotion

XR Developer

Mar 2020 – Sept 2021

Remote

- Developed AR solutions for dynamically visualizing horizontal property projects for sale.
- Developed tools to streamline development and optimize time and resource management.
- Programmed the AR experience efficiently, ensuring optimal performance in both time and resources.

Kixi Games**Jun 2020 – Sept 2020***Mobile Game Developer**Remote*

- Launched a mobile app with casual mini-games, supporting the company's mobile gaming expansion.
- Boosted performance by 70% through advanced programming optimization and efficient resource usage.
- Doubled mini-game delivery speed by redesigning workflows and applying agile methodologies.
- Facilitated cross-disciplinary collaboration for faster asset integration and smoother development.

Ignicion Games**Apr 2019 – Nov 2019***Mobile Game Developer**Remote*

- Expedited development time by implementing agile strategies for each project phase.
- Coordinated teams of developers and artists to ensure the proper integration of artistic resources.
- Improved game performance by optimizing programming and efficiently utilizing artistic assets.

Bani Creative Studio**Apr 2017 – May 2019***Game Developer**Remote*

- Contributed to the development of various games, focusing on gameplay programming.
- Streamlined development processes and improved team collaboration.