

# JOSÉ JAVIER FUENTE MEZA

## SUMMARY

Unity Developer with strong experience designing and leading frontend systems for production-ready interactive applications. Specialized in Unity (C#), modular architectures, Addressables-based content pipelines, performance optimization, and cross-platform delivery (mobile, desktop, VR). Proven technical lead in Unity projects, driving architecture decisions and collaborating closely with multidisciplinary teams.

## EXPERIENCE

Video game Programmer

### Unity Developer (.NET ecosystem) - Yeltic (Jan 2023 - Present)

- Technical lead for Unity frontend development across multiple large-scale educational, therapeutic, and industrial applications.
- Defined Unity architecture standards, modular systems, and reusable frameworks shared across products.
- Drove technical decisions related to performance, memory optimization, and scalable content pipelines using Addressables.
- Implemented reusable gameplay and interaction systems shared across multiple products.
- Built content-driven architectures to support multiple learning modules, levels, and game variants.
- Optimized performance and memory usage for mobile and VR platforms.
- Managed iOS build pipelines, versioning, and deployment.
- Collaborated with designers, artists, and product teams using Agile/Scrum workflows.
- Projects: Play & Learn, SEDENA VR Therapies, Virtual Plant Coronatec, Yeltic leARn.

### Unity Developer - Gemugami (6 months)

- Developed core gameplay systems and reusable tools in Unity (C#).
- Focused on clean architecture, code maintainability, and iteration speed.
- Collaborated closely with designers to implement and refine gameplay features.

### Freelance Game Developer (2020 - 2022)

- Developed games using Unity; focus on systems, prototyping, and UX.

## PROJECTS

- Miktlan Hacking (MOBA): Enemy AI system development
- Trails of Tucana: Gameplay logic and flow
- Yeltic leARn: AR interaction and multiplayer
- SEDENA Exposure Therapies: VR therapy experience design
- Virtual Plant Coronatec: VR industrial training
- Play & Learn: Vocabulary-based minigame suite
- Thesis: RTS AI agent generation in Unity (Tool)

## CERTIFICATIONS

Front-End Web UI (Bootstrap 4) - HKUST, Oct-Dec 2020  
Large Multimodal Model Prompting with Gemini - 2025  
LLMOps - 2025

## GOAL

**Unity Developer focused on building scalable, maintainable systems for real-world applications. Interested in long-term projects where architecture, performance, and clean code matter as much as the user experience.**

## Contact

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**Game Site:** <https://javman18.itch.io/>

**Portfolio:** <https://javman18.github.io/>

**GitHub:** <https://github.com/javman18>

**Blog:** <https://www.javierfuente.com>

## SOFT SKILLS

Self-motivated, Problem solving, Attention to detail, Responsible, Team-oriented, Time management, Perseverance.

## TECHNICAL SKILLS

- Unity (C#, Addressables, modular architectures), Gameplay systems & interactive UI, Performance optimization (mobile & VR), Git / version control, Agile / Scrum, Python (AI tooling, RAG systems), C++, HTML, JavaScript, Swift (basic-intermediate)

## LANGUAGES

Spanish: Native

English: intermediate.

## EDUCATION

- SAE Institute Mexico (2019 – 2022)  
Bachelor's degree in game programming