

Marc Zaya-Mendez Nieto

Software Engineer

Passionate Unity developer with a knack for crafting addictive mobile games.



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EXPERIENCE

Senior Unity Software Engineer [Mobile and WebGL]

OnTheBlockGaming – Remote (UK)

January 2025 – Present

- Currently developing various projects under [OnTheBlockGaming](#) for mobile and browsers.

Senior Unity Software Engineer [VR]

XRF – (Spain)

September 2024 – December 2024

(3 months)

- Developed and finished VR/AR application for [XrealityFactory](#), as part of a project for the Spanish Ministry of Defence (MINISDEF).
- Under NDA.

Senior Unity Software Engineer [Mobile and console]

Studio Uchuu – (Indonesia)

November 2023 – August 2024

(9 months)

- Oversee mobile racing game feature development using ECS architecture and Photon Quantum.
- Lead cross-functional teams, conduct code reviews, and implement best practices.
- Optimize game performance across platforms, ensuring seamless gameplay experiences.
- Contribute to project planning, provide weekly updates, and resolve technical challenges.

Senior Unity Software Engineer [Mobile]

Project SEED – Remote (Indonesia)

February 2023 – November 2023

(9 months)

- Architected complex game systems for mobile Play-To-Earn titles, driving technical innovation.
- Led development of Speed Racer, spearheading ECS architecture design and multiplayer optimization.
- Contributed to ARPG [Outland Odyssey](#), achieving 10k+ downloads on Play Store.
- Mentored developers and managed cross-functional teams using Agile methodologies.
- Authored technical design documents and API specifications using Confluence.
- Collaborated with industry veterans, including Vasily Rolin (Studio Creative Director, Gameloft - [Asphalt 8](#), 100M+ downloads) and Coré Ventura (Creator of [Flappy Dragon](#), 3M+ downloads).

Unity Software Engineer [Mobile]

Project SEED – Remote (Indonesia)

January 2022 – February 2023

(1 year and 1 month)

- Developed core multiplayer gameplay and lobby features for a racing mobile game using Photon PUN.
- Engineered tools to support artistic workflows, enhancing team productivity.
- Led transition from Photon PUN to Photon Quantum, improving game scalability.
- Authored technical design documents and API specifications using Confluence.

Unity Software Engineer [Mobile]

TripleOGames – Remote (Spain)

January 2021 – January 2022

(1 year)

- Spearheaded development of [Battle Derby](#), a multiplayer mobile game (50K+ downloads):
 - Architected core gameplay and AI systems using Photon Quantum ECS and Mirror.
 - Crafted engaging First Time User Experience (FTUE) to boost player retention.
 - Optimized graphics and VFX for mobile platforms.
- Implemented Firebase analytics for data-driven development decisions.
- Actively participated in pivotal design decisions throughout all development stages.

Game Developer Internship [Mobile]

PlayMedusa – Remote (Spain)

September 2018 – January 2019

(5 months)

- Developed [Nanako](#), a mobile video game, as part of Bachelor's degree internship.

EDUCATION

Master's Degree in Video Game Design and Development

Universidad de La Laguna [2022]

[Mobile] Final Project: First Time User Experience implementation for a mobile video game (Grade: 10/10)

Bachelor's Degree in Computer Science And Bachelor's Degree in Business Administration

Universidad de Las Palmas de Gran Canaria [2020]

[VR] Final project: Sacred Mountain of Gran Canaria: Application of Virtual Reality as a Marketing Tool - Development of virtual reality video game as a means of promoting Canarian culture and statistical analysis of its success as a marketing tool (Grade: 9.8/10)

TECHNICAL SKILLS

- **Game Programming** | C#, C++, Unreal Engine, Blueprints, GDScript, Python
- **Game Engines** | Unity, Unreal Engine, Godot
- **Game Engine Tools Programming** | Unity, Unreal Engine, Blueprints
- **Game Design** | Analogic and Digital games, Game Document Design
- **Game Production** | Planning, roadmap, task management, decision making
- **Game Multiplayer Programming** | Photon PUN, Photon Quantum, ECS Architecture, Mirror
- **Game UI and UX** | Unity, Unreal Engine, Godot, Adobe Photoshop
- **Game Shaders** | Unity Shader Graph, Unreal Engine, Godot
- **Organizational Tools** | Git, Perforce, Trello, Jira, MS Teams, Notion, Obsidian, Asana, Confluence, Slack, Miro
- **Analytics** | Firebase
- **AI Tools** | Llama3, ChatGPT, Claude, Stable Diffusion, MidJourney, DALL-E, Copilot
- **Statistical Analysis** | R, Python, Eviews10, VOSviewer

SOFT SKILLS

1. Active Listening
2. Effective and direct communication
3. Interpersonal skills
4. Time management
5. Creativity
6. Resourceful and outside the box thinking
7. Adaptability
8. Leadership