

Juan Ignacio Casal

Software Engineer - Game Developer



Remote (Uruguay)



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nachos.games

Profile

Software Engineer with 13+ years of experience creating software and games. Skilled at Unity development with C# in multiple areas such as Gameplay, UI, Code Architecture, Automated Testing and Tool/SDK Integration.

Core Qualifications

Tech Skills

Unity, C#
Zenject, VContainer
ECS (DOTS)
UniRx, UniTask
Addressables
SDK Integrations
Custom Packages
Git, Version Control
React, Javascript

Best Practices

OO Programming
Clean Code, SOLID
Domain Driven Design
Test Driven Development
Automated Tests
Code Reviewing
Pair Programming
Agile, XP, Lean

Business Related

Game Prototyping
Cross-team collaboration
App Store Management
Publishing, Key Metrics
Analytics, A/B Testing
Ads Monetization

Education

2013
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2006 **Bachelor in Computer Science**
Universidad ORT Uruguay

2015
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2014 **Game Development with Unity / Maya**
A+ Escuela de Artes Visuales

Experience

- NOW **Lead Unity Developer at GameHouse**
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- 2025 **Senior Unity Developer at GameHouse**
| Implemented 3D Avatar with clothing and body customization
- 2023 features for casual free to play puzzle-mix game. General maintenance and features, such as game audio.
- 2023 **Independent Game Developer**
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- 2022 Prototype mobile free to play games. Build a local custom package registry and a game template solution for fast prototyping.
- 2022 **Senior Unity Developer at Statespace Labs**
| AimLab - Steam, AimLab Mobile - Android/iOS
- 2021 Successfully launched the mobile version of Aim Lab. Added new features and maintained Aim Lab Steam version. Introduced new content and improvements to the user content creation tool, Creator Studio.
- 2021 **Senior Unity Developer at Kolibri Games**
| Idle Miner Tycoon - Android/iOS
- 2020 Maintained and developed new features while collaborating on a large codebase across three teams releasing every week for millions of players. Reduced build size by introducing remote content with Addressables. Established and promoted best practices such as clean code, unit testing and incremental design.
- 2020 **Game Developer at WeQ Studios**
| Moonies - Android/iOS
- 2019 Adopted, revamped and released an Idle Merger game, leading the engineering team while managing an external development team.
- 2012 **Senior Software Engineer - Game Development at Etermax**
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- 2015 Word Show - Android/iOS, Trivia Crack Messenger - Web
- Prototyped, developed and released new titles, while carrying out and promoting best practices such as Test Driven Development, Pair Programming and Domain Driven Design.
- 2015 **Previous Experiences**
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- Senior Front End Developer at Auto1 - Berlin
 - Senior WebUI / Unity Developer at Globant - Uruguay
 - Senior Software Engineer at Netsuite - Uruguay
 - .NET Developer at UrulIT - Uruguay
 - .NET Developer at Binario - Uruguay
 - Developer at Prodie SA - Uruguay