UNITY DEVELOPER AND GAME DESIGNER

Jordan Amaya

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Game developer with 2 years of experience specializing in the Unity and C# ecosystem. My work focuses on performance and architecture: clean code, optimization, memory management, rendering, physics, and applied mathematics. My design background complements my technical perspective, helping me understand development needs and build modular, stable, configurable architectures that make editing, tuning, and polishing the game easier.

EXPERIENCE

Unity Developer
Jun 2024 - Present

Vacaflama Studio

Unity Developer and technical lead at Vacaflama Studio. I work on C# scripting, netcode, game design, optimization, editor tooling, and asset/UI integration. I published "El Gran Teatro del Mundo: El Videojuego" for WebGL and Android, and I am currently developing "SUN BURN NITRO", a multiplayer arcade racing game.

VR Unity Developer
Oct 2023 - May 2024

Premium Cine, VR Department

VR Unity Developer at Premium Cine, VR Department. I implemented VR interactions, user flows, and asset integration for four "VIRION" educational applications, an Erasmus+ project focused on immersive STEM learning. I also prepared content and interfaces so the experiences were clear, stable, and localization-ready.

EDUCATION

Master's Degree in Computer Graphics, Games and Virtual Reality
Oct 2025 - Jun 2026

Universidad Rey Juan Carlos

Bachelor's Degree in Game Design and Development
Sep 2019 - May 2024

Universidad Rey Juan Carlos

SKILLS

Unity · **VR** · **C#** · **Computer Graphics** · **3D Math** · **Physics** · **UI/UX** · **Testing** · **WebGL** · **Android**

LANGUAGES

Spanish native · English C1

PROJECTS

El Gran Teatro del Mundo: El Videojuego
2024

Unity · Vacaflama Studio / Compañía Nacional de Teatro Clásico

I implemented the Unity gameplay code, screen flow, save flow, dialogue logic, puzzle interactions, UI integration, internal tools and WebGL/Android release preparation.

Mechanoccult
2026

Unity · Universidad Rey Juan Carlos / typtyp studios

I designed the gameplay architecture for cards, spells and status effects, separated typing state from presentation, and implemented netcode-facing duel logic and persistence.

VIRION Project
2024

Unity VR · Premium Cine, VR Department

I implemented Unity VR interactions, user flows, educational asset integration, and localization-ready text structures for the STEM modules.

SUN BURN NITRO
2027

Unity · Vacaflama

I defined technical direction, prototyped race gameplay, implemented foundations for character abilities and competitive interactions, and prepared the project for future netcode constraints.