

AITOR VENTURA

Senior Software Engineer

A dedicated video game developer from the Canary Islands who infuses every experience with the warmth of the Atlantic breeze!



38430, Santa Cruz de Tenerife, Spain

www.aitorventura.com

aitor.ventura00@gmail.com

linkedin.com/in/aitor-ventura

github.com/Aitor-Ventura

EXPERIENCE

Aitor Ventura

October 2022 - Present

Aitor Ventura (Remote)

- [iOS & Android] **Diggy Diggy World**, dig the deepest you can, follow the beat, and split the worlds in two!

Lead Unity Multiplayer Game Developer

December 2025 - Present

Voodoo - Remote

- [iOS & Android] **Color Clash**: adaptation of the whole game for **multiplayer**, implementing **player versus players** features in the existing **live game** using **Photon Quantum** and implementing **ECS architecture**. Increased player retention by 175% and revenue by 32%.

Senior Unity Game Developer

February 2025 - September 2025

Domi Online - Remote (United Kingdom)

(8 months)

Developed and optimized multiple gameplay and networking systems for a large-scale PC MMORPG. Collaborated closely with backend engineers to integrate core multiplayer and persistence systems, while maintaining high performance and responsiveness across concurrent users.

- [PC] **Domi Online**: Developed client-side networking for **multiplayer**, implementing **client-side prediction**, **server reconciliation**, and **lag compensation** to minimize desyncs and improve **real-time responsiveness** for high player counts. Built real-time **combat mechanics** with synchronized skill rotations, cooldowns, and damage systems for both players and AI. Designed and implemented **guild and social systems** including guild chat, questing, member management, shared banks, and inventory persistence. Created **boss encounter mechanics** and integrated them with combat and quest systems. **Optimized rendering performance** in dense areas using object pooling, LODs, and occlusion culling, significantly improving frame rates. Developed a **modular inventory system** supporting equipment sets, consumables, and quest items with full **drag-and-drop UI**. Integrated **character progression** (skill trees, stat allocation, equipment bonuses). Worked on client-server synchronization, caching strategies, and world-state management to improve load times and reduce server calls. Implemented **day/night cycle** and environmental effects synchronized across clients. Debugged complex multiplayer and synchronization edge cases using **Unity Profiler** and custom diagnostic tools.

Lead Unity Game Developer

February 2025 - August 2025

On The Block Gaming LTD - Remote (United Kingdom)

(7 months)

Led a cross-functional team of developers and artists, establishing sprint workflows, technical documentation, and scalable system architectures. Oversaw all development stages from design to delivery while mentoring junior developers on Unity best practices, optimization, and tool creation. Architected and implemented core gameplay systems including inventory management, character progression, and customization using ScriptableObjects and Addressables. Developed internal tools (map creation, asset automation) that reduced content creation time by over 80%. Integrated PlayFab for player data persistence, backend services, and analytics. Implemented in-app purchases and optimized the rendering pipeline to achieve stable 60 FPS on mid-range mobile devices through batching, profiling, and LOD systems. Established a CI/CD pipeline via Microsoft Azure, automating build processes and reducing build times. Conducted code reviews, managed task prioritization, and presented weekly technical roadmaps and feature progress updates.

Senior Software Engineer

September 2024 - March 2025

XReality Factory - Remote (Spain)

(7 months)

Developed multiple cross-platform and extended reality applications for the Ministry of Defence of Spain (MINISDEF), used by NATO for simulation and training environments.

- [VR] **XRF.sandbox**: Built a **physics-based drone flight simulator** supporting multiple UAV profiles with accurate aerodynamic behaviour, weather effects, and environmental challenges. Implemented a **multi-camera rendering pipeline** for sensor simulation, including infrared, electro-optical, and night vision modes. Implemented training missions with waypoint navigation and pathfinding systems, supporting both manual and automated control. Optimized terrain rendering and streaming using Unity's Terrain system, maintaining 60 FPS on Meta Quest 3. Applied LOD systems, occlusion culling, and object pooling for large-scale open environments. Added multi-controller support and asynchronous scene loading for smooth scenario transitions.

Senior Software Engineer

January 2024 - October 2024

Karta Creative – Remote (United Kingdom)

(10 months)

Oversaw the development of interactive game experiences from concept to release, ensuring code quality, scalability, and maintainability. Collaborated with cross-disciplinary teams, optimized performance, and drove high-impact projects within the Fortnite and ZEPETO ecosystems.

- **[Fortnite] Manchester City's The Ladder:** Designed and developed from inception; **fast-paced 1v1** map with 250K+ players and 50M+ impressions. Acted as second-in-lead during production and lead during post-launch maintenance.
- **[Fortnite] NASCAR:** Contributed from concept to delivery on both Chicago Street and Daytona experiences, leveraging Rocket Racing capabilities to engage racing fans.
- **[Fortnite] Beat Builder:** Developed gameplay systems and optimized memory for Fortnite's first rhythm-based build game, played by 130K+ users.
- **[Fortnite] Spotify Wrapped Realms:** Collaborated with Fnatic Esports to gamify user listening habits, optimizing existing systems for smoother performance.
- **[ZEPETO] Walmart Collaboration:** Led development of a virtual retail experience generating \$200K+ revenue, built in Unity and TypeScript.

Senior Unity Software Engineer

October 2022 - November 2023

Project SEED / Studio Uchuu - Remote (Indonesia)

(1 year and 1 month)

Led development, team coordination, documentation, and mentoring within an international team. Focused on performance, scalability, and multiplayer architecture.

- **[iOS & Android] Speed Rivals:** Led development of a Play-to-Earn racing game, implementing **ECS architecture** and **Photon Quantum** for deterministic multiplayer gameplay.

Unity Software Engineer

September 2020 - October 2022

Project SEED - Remote (Indonesia)

(2 years and 1 month)

Developed and optimized interactive mobile experiences using Unity. Collaborated with designers and artists to design gameplay systems and create custom tools to streamline production.

- **[iOS & Android] Outland Odyssey:** Contributed to an ARPG Play-to-Earn game with 10K+ downloads.

Game Developer Internship

September 2021 - January 2022

TenerifeJuega - Remote (Spain)

(4 months)

- **[PC] UE4Kids:** Developed an educational game introducing users to Unreal Engine basics.

EDUCATION

Master's in Video Game Design and Development

September 2022 – June 2023

Universidad de La Laguna

Graduated with a grade of **9.46** out of 10.

- **[PC] Guayota's Land:** Planning, design and development of a 2D farming game prototype showcasing Canary Islands' culture and mythology.

Bachelor's in Computer Science

September 2018 – June 2022

Universidad de Las Palmas de Gran Canaria

Graduated with a grade of 7,49 out of 10.

- **[Unreal Engine] Design and implementation of a tweens plugin in UE4:** The plugin allows for smooth animation transitions between keyframes in C++, exposing its contents to blueprints.

OTHER COURSES

- **Introduction to subagents**
Anthropic June 2026
- **Introduction to agent skills**
Anthropic June 2026
- **Model Context Protocol: Advanced Topics**
Anthropic June 2026
- **Introduction to Model Context Protocol**
Anthropic June 2026
- **AI Fluency: Framework & Foundations**
Anthropic June 2026
- **Claude Code in Action**
Anthropic June 2026
- **Claude Code 101**
Anthropic June 2026
- **Claude 101**
Anthropic June 2026
- **Unity for Software Developers**
Charles Amat, Matt Schell Udemy August 2022
- **Introduction to C# Programming and Unity**
University of Colorado System September 2020
- **Programming for Everybody**
University of Michigan August 2020
- **Python Data Structures**
University of Michigan August 2020

- **Retrieving, processing, and visualizing data with Python**
University of Michigan August 2020
- **Technical Support Fundamentals**
Google August 2020

- **Using Databases with Python**
University of Michigan August 2020
- **Using Python to access Web Data**
University of Michigan August 2020

PROTOTYPES

- **[PC] Swarm Survivor:** a Vampire Survivors clone using Unity DOTS and Burst compiler, achieving high performance with thousands of entities, demonstrating proficiency in latest Unity technologies and optimization techniques.
- **[PC] NBody Simulation:** A dynamical system of particles under the influence of gravitational forces.
- **[PC] Elevator System:** To use in games. Supports different kinds of behaviour, such as movement and gate control at different levels.
- **[PC] Toilet Clicker:** Designed and developed an idle clicker game to enjoy in your most intimate moments.

SKILLS

1. **Game Programming:** C#, C++, Unreal Engine, Blueprints, Verse, UEFN, TypeScript, GDScript, Java, JavaScript, Python
2. **Game Engines:** Unity, Unreal Engine, UEFN, Godot, GameMaker
3. **Game Engine Tools Programming:** Unity, Unreal Engine, Blueprints, UEFN, Verse
4. **Game Design:** Analogic and Digital games, Game Document Design
5. **Game Production:** Planning, roadmap, task management, decision making
6. **Game Multiplayer Programming:** Photon PUN, Photon Quantum, ECS Architecture, Unreal Engine Networking, Steamworks
7. **Game UI and UX:** Unity, Unreal Engine, Godot, UEFN, Adobe Photoshop, Figma, Miro
8. **Game Shaders:** Unity Shader Graph, Unreal Engine, UEFN, Godot
9. **Organizational Tools:** Git, Perforce, Unreal Revision Control, Trello, Jira, MS Teams, Notion, Obsidian, Asana, Confluence, Slack, Miro
10. **AI Tools:** Ollama, ChatGPT Codex, Claude Code, Stable Diffusion, Copilot, ComfyUI, FLUX
11. **Active Listening:** Empathy, Open-ended questions, Reflective listening, Summarizing
12. **Effective and direct communication:** Clear Language, Assertiveness, Feedback, Public Speaking
13. **Interpersonal skills:** Relationship Building, Conflict Resolution, Negotiation, Team Collaboration, Emotional Intelligence
14. **Team motivation:** Goal Setting, Recognition, Positive Reinforcement, Team Building activities, Mentorship
15. **Time management:** Prioritization, Scheduling, Deadline Management, Task Delegation, Time Blocking
16. **Creativity:** Brainstorming, Concept Development, Storyboarding, Innovative Thinking, Creative Writing
17. **Resourceful and outside the box thinking:** Problem Solving, Lateral Thinking, Improvisation, Critical Thinking, Alternative Solutions
18. **Passion:** Enthusiasm, Commitment, Engagement, Motivation
19. **Adaptability:** Flexibility, Resilience, Open-mindedness, Learning Agility, Coping with Change
20. **Leadership:** Strategic Planning, Decision Making, Delegation, Mentorship, Team Management

DISTINCTIONS

- Honours in Master's Thesis | ULL June 2023
- Honours in Advanced Topics in Video Game Technologies | ULL June 2023
- Honours in Video Games for Platforms and Specific Devices | ULL June 2023
- Honours in Video Game Design | ULL January 2023
- Honours in Video Game Development | ULL January 2023
- Honours in Video Game Production | ULL January 2023
- Honours in Optimized Programming for Video Games | ULL January 2023
- Honours in Bachelor's Thesis | ULPGC June 2022
- Honours in Software Development | ULPGC June 2022
- Honours in Programming IV | ULPGC June 2020
- Honours in Programming III | ULPGC January 2020
- Honours in Programming II | ULPGC June 2019
- Honours in Programming I | ULPGC January 2019