

AITOR VENTURA

Senior Software Engineer



A dedicated and passionate 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

Senior Software Engineer

September 2024 – PRESENT

XReality Factory – Remote (Spain)

Developing several different multiplatform - including extended reality - applications for the Ministry of Defence of the Government of Spain.

Senior Software Engineer

January 2024 – October 2024

Karta Creative – Remote (UK)

(10 months)

- As a Senior Software Engineer, I oversee the development of game features from concept to completion, ensuring efficient, maintainable, and scalable code. I collaborate with designers, artists, and developers in cross-functional teams to integrate game components and create engaging gameplay. My responsibilities include conducting code reviews, improving code quality, and implementing best practices and standards. I estimate task durations, contribute to project planning and scheduling, monitor progress, provide weekly updates, and resolve technical issues. I also optimize game performance across platforms and conduct profiling and debugging to ensure an excellent gaming experience.
- [Fortnite] Manchester City's The Ladder:** Designed and developed the project from the very beginning. The Ladder is a fast-paced and intense 1v1 map with over 250k+ players and with over 50M+ impressions. I was second-in-lead during development, ensuring technical excellence throughout the phases of the project, and lead of the project during post-launch and maintenance.
- [Fortnite] NASCAR:** A part of the experience from its conception, NASCAR Chicago Street and Daytona experiences make use of Rocket Racing's new capabilities and push the boundaries to connect with the fans of the racing genre in exciting ways.
- [Fortnite] Beat Builder:** I have been an integral part of the production process for the experience which is Fortnite's first build-based rhythm game, that has reached over 130k+ players, by identifying roadblocks and developing key features in an agile environment.
- [Fortnite] Spotify Wrapped Realms:** in collaboration with Fnatic Esports, I was a part of the process for creating an entertaining experience by gamifying the listening habits of Spotify Wrapped users, by improving the existing codebase and optimizing memory resources.
- [ZEPETO]** I led a project which generated over \$200K in revenue using Unity and TypeScript for ZEPETO, unnamed due to a signed NDA.
- During this time, I reported directly to Tork Shaw, the Creative Director at Mediatonic Games, part of Epic Games, for [Fall Guys](#).

Senior Unity Software Engineer

October 2022 - November 2023

Project SEED / Studio Uchuu – Remote (Indonesia)

(1 year and 1 month)

- As Senior, I coordinate the team, conduct interviews, create documentation and presentations, mentor coworkers, and manage tasks.
- [Mobile] Speed Rivals:** I led a Play-To-Earn racing game applying ECS architecture and Photon Quantum.

Unity Software Engineer

September 2020 - October 2022

Project SEED – Remote (Indonesia)

(2 years and 1 month)

- As a Unity Software Engineer, I develop and optimize interactive experiences using Unity, designing and maintaining gameplay systems. I collaborate with designers and artists, writing clean, efficient code in C#. I also create prototypes, develop custom tools, participate in code reviews, and publish games for Android and iOS.
- [Mobile] Outland Odyssey:** Contributed to the development of an ARPG Play-To-Earn game with over 10k downloads.
- During this time, I was mentored by Vasily Rolin, the Studio Creative Director at Gameloft for [Asphalt 8](#), a game with over 100M+ downloads. I also worked alongside Coré Ventura, creator and founder of [Flappy Dragon](#), a game with over 3M+ downloads.

Game Developer Internship

September 2021 – January 2022

TenerifeJuega – Remote (Spain)

(4 months)

- [PC] UE4Kids:** Developed a video game focused on introducing people to Unreal Engine.

EDUCATION

Master's Degree 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 Degree 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.

PERSONAL LEARNING AND OTHER COURSES

Unity for Software Developers | Charles Amat, Matt Schell – Udemey | 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

[XR] Immersive studies using Unity's XR Interaction Toolkit and Meta Quest 3, focusing on interactions like object grabbing, teleportation, and gesture recognition.

[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] **PewPew**: Recreation of the classic Asteroids game, demonstrating proficiency in 2D game development and physics-based gameplay.

[PC] **Spaceship 3D**: A WebGL-based 3D game engine in C# using Blazor, featuring custom shaders, dynamic lighting, and core game systems.

[PC] **Toilet Clicker**: Designed and developed an idle clicker game to enjoy in your most intimate moments.

TECHNICAL AND PROFESSIONAL SKILLS

1. **Game Programming** | C#, C++, Unreal Engine, Blueprints, Verse, UEFN¹, 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
7. **Game UI and UX** | Unity, Unreal Engine, Godot, UEFN, Adobe XD, 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** | Llama3, ChatGPT, Claude, Stable Diffusion, MidJourney, DALL-E, Copilot, Foocus, 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 AND AWARDS

Honours in Master's Thesis | Universidad de La Laguna | June 2023

Honours in Advanced Topics in Video Game Technologies | Universidad de La Laguna | June 2023

Honours in Video Games for Platforms and Specific Devices | Universidad de La Laguna | June 2023

Honours in Video Game Design | Universidad de La Laguna | January 2023

Honours in Video Game Development | Universidad de La Laguna | January 2023

Honours in Video Game Production | Universidad de La Laguna | January 2023

Honours in Optimized Programming for Video Games | Universidad de La Laguna | January 2023

Honours in Bachelor's Thesis | Universidad de Las Palmas de Gran Canaria | June 2022

Honours in Software Development | Universidad de Las Palmas de Gran Canaria | June 2022

Honours in Programming IV | Universidad de Las Palmas de Gran Canaria | June 2020

Honours in Programming III | Universidad de Las Palmas de Gran Canaria | January 2020

Honours in Programming II | Universidad de Las Palmas de Gran Canaria | June 2019

Honours in Programming I | Universidad de Las Palmas de Gran Canaria | January 2019

¹ UEFN: Unreal Engine for Fortnite, Fortnite's game engine that uses Verse as a coding language.