

Laurentino Vilchez

Senior Game Programmer

 lvilchez@proton.me

 (+34) 697 55 23 88

 github.com/VLauren

CAREER SUMMARY

Senior gameplay and generalist programmer with 10 years of experience in professional game development. Strong background in C++ and C#, cross-platform development, and performance optimization across Unity and Unreal. Frequently worked as sole or lead programmer, delivering PC, console, and mobile titles.

SKILLS

- **Languages & Tech:** C#, C++, Blueprints
- **Engines & Tools:** Unity, Unreal Engine, Godot, Git, Perforce, Plastic SCM
- **Expertise:** Gameplay Systems, Optimization, Prototyping, UI, Debugging

WORK EXPERIENCE

Freelance Game Developer

Freelance - Jul 2025 - Present

Unreal Engine multiplayer project for an education-focused, metaverse-inspired platform. Implemented networked gameplay features using Unreal replication and collaborated within an existing multiplayer codebase.

Game Developer

Acid Pixel Studios - Apr 2022 - Jun 2025

Sole programmer on multi-platform PC & Switch project, implementing all core gameplay, custom vehicles, UI, Steamworks features, and Nintendo Switch integration. Optimized UE5 to hit 60 FPS on Switch through culling, tick control, and profiling. Built responsive UMG UI with smooth controller/mouse support.

Game Programmer

Silent Road Games - Oct 2020 - Mar 2022

Refactored and expanded a legacy Unity platform adventure project, improving player movement, animation state logic, puzzle systems, and enemy gameplay. Delivered all programming for a physics-based simulator built from scratch and released on Nintendo Switch in six months.

Freelance Game Developer

Freelance - Jan 2019 - Sept 2020

Contributed to diverse Unreal/Unity projects across PC, mobile, and console. Implemented full 3C systems for third-person character action game including combat, dodging, animation syncing, and multi-character switching.

Game Developer

Redvel Games - Nov 2016 - Dec 2018

Main programmer on mobile sports game with millions of downloads. Built custom Unity editor tool for rapid level design iteration. Developed player customization system with unlockable cosmetics.

Junior Game Developer

Seis Cocos - Dic 2015 - Nov 2016

Gameplay programming, frontend web development (Angular, Ionic), and internal tools.

EDUCATION

Computer Engineering

School of Computer Science and Engineering University of Málaga (2008-2015)