

PAUL D QUINONES

Software Engineer (Unity)

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PROFESSIONAL PROFILE:

A Software Engineer with over eight years of experience in Unity Development, Game Testing, and Game Programming. Professional experience includes Tools Development, User Interface / Experience Programming, and API integrations for gaming and design applications on mobile, desktop, and web. Over 20 commercially shipped titles across mobile, PC, and console. Won awards for Best Pitched Game for Indie Game Academy (2023), Best Game at Location(2010), UI/UX 2nd Place(2023), and Highest APM for Development(2019).

TECHNICAL SKILLS



Unity



C#



C++



Tools & UI
Programming



Gameplay



API
Integration



Games
Testing



Git / Github



Unreal
Blueprints



Android



iOS

PROFESSIONAL EXPERIENCE:

Release Engineer (Contract) – Rainbow Unicorn Games, Remote — Jun 2023 - Present

- Design and develop tools using C# with the UI Toolkit directly into Unity Editor that streamlines the creation of article content by writers and simplifies new content releases for an in beta mobile application.
- Implement monetization features making use of Unity Ads and IAP (In App Purchases) that have created new revenue sources leveraging an in beta mobile application.

Gameplay Engineer (Contract) – Plunders Inc, Remote — Mar 2023 - Present

- Built out music management systems in C# that allowed gameplay mechanics to flow with the beat of songs, add in layers to songs during gameplay, and management of all audio functionality including sound effects for the released mobile game Hyper Bimbo Beats.
- Manage Git repository for new features that has allowed non-developers to build out new features without impacting branches slated for release before new features are completed.
- Program and prototype new game features and architecture on the music game Hyper Bimbo Beats based on game design documentation that helped the game reach the top 10 in both iOS and Android for Music Games on the game's release.

Software Developer – Clothing Tech LLC, Austin, TX — May 2020 - May 2023

- Developed UI (user-interface) and 3D functionality through Unity, C#, and the Model-View-Controller for the commercially released Garment Digital Twin product that streamlines the technical design process and manufacturing process.
- Implemented automated Unity Test functionality into Azure Continuous Integration Pipeline with automated Git branch syncing that allowed for better code coverage and daily builds for the manual Test team to perform regression testing.

Software Engineer: Automation – Eyeview Digital, Austin, TX (Remote) — Oct 2014 - Jan 2020

- Developed tools using Java, SQL, internal APIs, and Salesforce APIs to automates the creation of Ad campaigns leveraging data from Sales teams that reduced the turn around times on ad campaign creation from about two days to several hours.
- Built out location tools leveraging Java, HTML, and the Bing API that would create custom maps with custom pins that removed the need for the Motion Graphics team to manually edit maps for clients.

Game Developer (Freelance) – Shadow Keep Studios, New York, NY — Jan 2011 - Apr 2012

- Programmed gameplay mechanics, animation, and user interface based on design input that focused on teaching children math skills on iOS and Android devices for the released mobile title Mutton Math.

Quality Assurance Lead – XS Games, New York, NY — Apr 2008 - Mar 2012

- Developed detailed test plans for functional, regression, and compliance testing that helped Junior Quality Assurance (QA) Analysts find potential delaying issues on over 20 shipped titles for console and mobile.

EDUCATION:

- **Computer Science, Master of Science** – Pace University, White Plains, NY
- **Level 3 - Publish** – Indie Game Academy - 2023
- **Unity Certified User: Programmer Certification** – Unity Technologies - 2020
- **Computer Science & Art: Graphics, Bachelor of Arts** – Manhattanville College, Purchase, NY