

Antonio Delgado

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Professional Summary

Dynamic professional developer with 6 years of experience. I enjoy creating compelling game mechanics and writing unique games with an off-beat style. I know how to work with people through difficult situations and maintain professionalism. Getting the work done has always been a priority. I am willing to go above and beyond to make sure projects succeed. I have an analytical mind, which makes me exceptional at solving problems. I am a team player with a strong desire to help others meet goals and enthusiastic about learning new technologies.

Highlighted Skills

C# | Unity3D | Steam VR | Windows Mixed Reality | Oculus Quest | Game Design | Git | Plastic SCM

Education

Professional Game Developer Program
GameDevHQ

Bachelor of Science in Global Security and Intelligence Studies
Embry-Riddle Aeronautical University

Professional Experience

Professional Unity Developer
Current

May 2022 —

GameDevHQ

Remote

- Create innovative content for game development
- Drives game development through all production phases from concept to implementation
- Reviews game deliverables and give feedback
- Tests and refines systems throughout the development cycle of the project
- Works closely with design and art personnel in the development of features
- Writes clear, maintainable, and portable code

Software Engineer and Unity Developer

June 2016 — Present

GigaTank3000

Remote

- Design and develop Mixed Reality applications for mobile, hands-free devices (Google Cardboard)
- Creates several web-oriented casual games by using Virtual Reality frameworks
- Participates in continuous game conferences both externally and internally

Highlighted Projects

[Ataque](#) | [The Fog VR](#) | [Turtle Trouble](#)