Esteban Gaete Flores

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Senior Unity Game Developer with 10+ years of experience crafting gameplay systems and development tools for **console, PC, and mobile**. Contributed to **5 commercial titles**, including **2 led from concept to launch**. Skilled in building responsive gameplay, creating efficient tools, and integrating complex systems that enhance **player experience** and **team productivity**. Experienced collaborating with **international, cross-disciplinary teams** in English-speaking environments (remote and on-site). Passionate about **platformers**, **metroidvanias**, and gameplay-driven genres.

Work Experience

Burlingame Studios   Nov 2021 - May 2025

Game Developer | Unity, iOS, Android, UI Development, Optimization, SQLite, C#
Project: [Garden Joy](#) (F2P Garden Design & Simulation Game, Released Jan 2022)
- Delivered **25+ live updates**, supporting a **4.8/5 App Store rating** and **1M+ installs**.
- Integrated **Unity** art assets, **REST API** backend data, and **UI systems** to ensure stable performance across mobile devices.
- Collaborated with a **20+ person cross-disciplinary team** (engineering, design, art, product) to support continuous **feature development** and **content updates**.

Starseed Forest   May 2024 - Aug 2024

Game Developer | Unity, Construct 3, Nintendo Switch, Development Tools, Optimization, C#
Project: [The Eightfold Path](#) (Open-world exploration & puzzle adventure, Released Aug 2024)
- Improved **runtime performance by 50%+** on **Nintendo Switch** and **PC** by performing profiling, memory optimization, and asset-level optimization.
- Developed automated **Unity content-porting tools** that migrated **100% of The Eightfold Path game content** (maps, objects, systems) from **Construct 3 to Unity**, reducing manual setup time by **~80%**.
- Implemented **asset streaming** and **content-loading pipelines** to support seamless **2D open-world generation** and reduce loading interruptions.

Globant   Jan 2021 - Oct 2021

SSr. Game Developer | Unity, iOS, Android, Development Tools, Optimization, C#
Project: [NBA Clash](#) (Deck Builder Sports Game, Released Nov 2022)
- Integrated **custom SDKs** and analytics tools, reducing the **build process from 7 days to 2** and improving delivery reliability.
- Debugged and maintained **multiplayer networking systems**, enhancing **stability**, **synchronization**, and overall match performance.
- Coordinated **2 international teams** (Chile & USA) to align **workflows**, **production goals**, and cross-disciplinary collaboration.

IguanaBee   Dec 2020 - Jan 2021

Game Developer | GameMaker, Development Tools, Optimization, GML

Project: [What Lies in the Multiverse](#) (Puzzle Platformer, Released Mar 2022)

- Ported the entire project from **GameMaker 1 to 2**, modernizing **internal systems** to improve **stability**, **scalability**, and support for **10 full chapters** across **5 platforms**.
- **Upgraded core engine components** to support **larger levels**, **modular content expansion**, and improved long-term maintainability.
- **Developed and enhanced internal cinematic and scripting tools**, reducing narrative and event implementation time by **~50%**.

GameDev Planet   Jun 2018 - Present

Content Manager | On location hosting, Event Organization, Networking

- **Organized 80+ monthly events** featuring **200+ speakers** and **250+ demos**, averaging **~150 attendees** per event.
- **Facilitated networking and collaboration** across local developers, studios, and students.

Spoonman Games   Jul 2017 - Nov 2020

Co-founder, Lead Game Developer | Unity, Nintendo Switch, Gameplay Programming, Development Tools, C#

Project: [Linked Mask](#) (2D Action-Adventure Platformer, Published by HypeTrain Digital, Released Sep 2022)

- **Led end-to-end development** of *Linked Mask*, managing a **6–12 person team** and overseeing **production, scheduling, and delivery** from concept through release.
- **Developed core gameplay systems**, custom **Unity editor tools**, and a **reusable platformer framework** that accelerated prototyping and feature development.
- **Represented the studio** at international conferences (**GDC**, **MIGS**, **Digital Dragons**) to **pitch projects**, build publisher relationships, and support business development.

Gamelogic   Sep 2015 - Jun 2017

Tool Developer | Unity, iOS, Android, Development Tools, C#

- Developed **5+ advergames**, supporting campaigns for **national and international brands**.
- Provided **QA and customer support** for Gamelogic's Unity Asset Tools, improving **stability** and **user experience**.
- Migrated tools from **Unity 4.x to 5.x,** ensuring full compatibility and smoother editor workflows.

Core Skills

- C# Programming
- Gameplay Programming
- Performance Optimization
- Tool & Editor Development
- Profiling & Debugging
- Systems Design
- Multiplatform Deployment (PC / Console / Mobile)
- UI/UX Implementation
- SDK & Backend Integration

Education

Universidad de Santiago de Chile

Mar 2010 - Mar 2016

- Bachelor's Degree: Informatics Engineering