

Esteban Gaete Flores

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Spanish (native) and English (professional)

Senior Unity Game Engineer with 11 years of experience in gameplay systems, development tooling, and optimization for **Nintendo Switch, PC, and mobile**. Shipped **6 commercial titles** (Sky Oceans, Garden Joy, The Eightfold Path, NBA Clash, What Lies in the Multiverse, Linked Mask), **2 of them led from concept to launch**, managing teams of up to 12 people. Daily working experience in English with international, cross-disciplinary teams.

Technical Skills

- **Engine and languages:** Unity (2019 LTS through Unity 6), C#, Godot, GameMaker (GML), Construct 3
- **Gameplay and systems:** combat system architecture, enemy AI (Behavior Trees, perception, target memory), NavMesh / NavMeshPlus, state machines, input and control systems, UI/UX implementation, SQLite, REST APIs
- **Platforms:** PC / Steam, Nintendo Switch, iOS, Android
- **Performance:** Unity Profiler, Memory Profiler, Frame Debugger, GC allocation removal, memory and asset optimization, Addressables content streaming, texture compression (ASTC and console formats)
- **Tools and pipeline:** custom editor tooling, asset import automation, content migration pipelines, SDK and analytics integration, Git / Git LFS

Work Experience

Octeto Studios

Dec 2025 - Jul 2026

Senior Unity Engineer | Android, Optimization, Development Tools

Project: [Sky Oceans: Wings for Hire](#) (Turn-based exploration JRPG, Android port released Jul 2026)

- Led the Android port of Sky Oceans, a JRPG shipped on Nintendo Switch, re-engineering a console-class game to **run within the memory and performance constraints** of mobile hardware.
- Designed the **touch-input layer**: virtual joystick, input-mode detection, and control remapping.
- **Adapted 30+ UI screens** for touch interaction and multi-resolution layouts (4:3, 16:9, widescreen).
- Built custom editor tooling to audit and **migrate ~4,000 textures** from Switch formats to Android ASTC.

Starseed Forest

Jan 2026 - Jul 2026

Senior Gameplay Programmer (Part-time) | Unity, Gameplay Programming, Development Tools

Project: [The King's Despair](#) (Roguelike action-adventure top-down, Release TBA)

- Architected the **combat system** from scratch using a symmetric pipeline shared by **player and enemy** characters.
- Implemented **NavMeshPlus for 2D top-down navigation** and built the **enemy AI** on **Unity's Behavior Tree**, with custom cone-of-sight perception and target memory.
- Created an **Aseprite-to-Unity** animation pipeline that sped up iteration on combat and weapon systems.
- Cut memory use across the combat and event systems by **30%** by eliminating **GC allocations**.

Independent Consultant

Jun 2025 - Nov 2025

Senior Unity Engineer | Unity, Optimization, Production

- Technical and production consulting for Chilean indie studios (**projects under NDA**): Unity performance audits, gameplay systems architecture, and milestone planning.

Burlingame Studios

Nov 2021 - May 2025

Senior Gameplay Engineer | iOS, Android, SQLite

Project: [Garden Joy](#) (F2P Garden Design & Simulation Game, Released Jan 2022)

- Delivered **25+ live updates** on a product with a **4.8/5 App Store rating** and **1M+ installs**.
- Integrated backend **REST APIs**, art assets, and **UI systems** with stable performance on mobile.
- Worked on a **20+ person cross-disciplinary team** shipping continuous content updates.

Starseed Forest

May 2024 - Aug 2024

Senior Unity Engineer (Part-time) | Unity, Construct 3, Optimization

Project: [The Eightfold Path](#) (Open-world exploration & puzzle adventure, Released Aug 2024)

- Cut **frame times** by **50%+** on **Nintendo Switch** and **PC** through profiling, memory optimization, and asset-level optimization in the open-world asset streaming pipeline.
- Authored 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 traversal** and reduce loading interruptions.

Globant

Jan 2021 - Oct 2021

Senior Software Engineer | iOS, Android, Photon, Development Tools

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.
- Diagnosed and fixed defects in the **multiplayer networking systems**, improving **stability**, state **synchronization**, and match performance.
- Coordinated **2 international teams** (Chile & USA) to align **workflows and production goals** across time zones.

IguanaBee

Dec 2020 - Jan 2021

Game Engineer | GameMaker, Development Tools, Optimization

Project: [What Lies in the Multiverse](#) (Puzzle Platformer, Released Mar 2022, Best Game LATAM, BIG Awards 2023)

- Ported the project from **GameMaker 1 to 2**, modernizing **internal systems** to improve **stability**, **scalability**, and support for **10 full chapters** across **5 platforms**.

Spoonman Games

Jul 2017 - Nov 2020

Co-founder, Lead Game Engineer | Unity, Gameplay Programming, Development Tools

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 | Tools Engineer

Sep 2015 - Jun 2017

Teaching and Community

UNIACC | Lecturer, Programming III

Aug 2026 - Present

Santiago, Chile

- Design and teach a full-semester course in **C# and software architecture**, covering programming fundamentals, data structures, and design best practices. Author of the complete course syllabus and of a second course on debugging, profiling, and quality assurance.

GameDev Planet | Co-founder and Content Director

Mar 2015 - Present

Santiago, Chile

- Monthly technical community in Santiago with **80+ editions and around 100 attendees** per event. Responsible for technical content curation, speaker coordination with national and international presenters, and live production.

Education

Universidad de Santiago de Chile

2016

- Bachelor's Degree: Computer Engineering