



Hello! My name is Ismael Loreto

And I am a Lead Game Developer

## About me

Hi! My name is **Ismael**, or **Isma**, and I'm a programmer specialized in Video Game Development with **over 10 years of experience**, including roles as a **Tech Lead** and **Lead Developer**.

My main tools are **Unity3D** with **C#**, but I'm a very capable and flexible developer, having used and implemented many different technologies and tools throughout my career, from **Flash/ActionScript3** during the early days, to **PlayCanvas** and **Meta Horizon Worlds**, and contributed to two **Steam-published games**

I'm able to see features end-to-end without shying away from stuff that's not my exact expertise, I'm more than capable on matters of **Web Development**, front and back end, and even 3d modelling using **Blender** or **Autodesk Fusion**.

Beyond Gameplay implementations, I enjoy the "Engineering" side of development, and tend to create **internal tooling**, **custom Unity editors**, and even **VSCode extensions** if that helps remove friction in the process.

And on the personal side, I am very passionate about understanding how systems work, even outside of software engineering. **Anything can be a curiosity if I look hard enough.**

## Featured Projects

Try my web demos at [musiu.itch.io](https://musiu.itch.io) ↗



### Shadow Brawlers

Local multiplayer game where players control cute and nimble ninjas that hide in the shadows.



### Hidden Lands

Spot-the-difference game set on beautiful ancient floating islands with procedurally generated endless levels.



### CN Golf Stars

Your favorite Cartoon Network characters are ready for an unforgettable golf tournament.



### Fire & Rescue

VR and Mobile multiplayer game where players simulate the rescue work of a firefighting force.



### Kaboom

Physics-based arcade game focused on user-generated content, with a full level editor.



### Bioforce

Multiplayer Virtual Reality Shooter designed for on-site arcade environments and events.

## Key points of my career

### Lead Game Developer – Unity & Meta Horizon Worlds | Web & VR

ForeVR Games – MAR. 2024 / APR. 2026

- **Shipped multiple games** and multiplayer experiences on **Meta Horizon Worlds** in collaboration with a **US-based team**
- **Owned features end to end**, from architecture decisions through to production, coordinating with art, design, and development teams
- Built **gameplay mechanics**, **UIs**, and **multiplayer systems** using **Unity3D**, **C#**, **UI Toolkit**, **TypeScript**, and **Noesis Studio**
- Developed **custom Unity3D editors** and **VSCode extensions** to support internal tooling and workflows
- Developed **WebGL** games for the **Reddit** platform using **Unity3D**, **TypeScript**, and **Node.js**

### Tech Lead – Unity | VR

COTO C.I.C.S.A – JUN. 2023 / JAN. 2024

- **Led a team** of 4 developers as **Technical Lead** on **VR games** for PC and Android VR platforms using **Unity3D**
- Drove **architecture and code quality** decisions applying **SOLID** principles and **agile methodologies** within a larger multidisciplinary team

### Senior Game Developer – Unity & PlayCanvas | Web & Mobile

AVIX Games – APR. 2019 / MAY. 2023

- **Shipped games** across **WebGL**, **Android**, and **iOS** using **Unity3D** and **PlayCanvas**
- Delivered projects for high-profile clients including **Cartoon Network** and **Poki**
- Worked across multiple simultaneous projects in a fast-paced **multiplatform** studio environment

### Senior Game Developer – Unity | PC

Team Guazú – AUG. 2018 / FEB. 2019

- Collaborated with Team Guazú on **Shadow Brawlers**, a stealth brawler game successfully **published on Steam**
- Contributed to **gameplay** systems and mechanics using **Unity3D** and **C#**

### Mid-level Game Developer – Unity & ActionScript | Mobile

AVIX Games – SEP. 2017 / AUG. 2018

- **Built and shipped** mobile games for **Android** and **iOS** using **Unity3D** and **ActionScript3**
- Contributed to the full development cycle in a **multiplatform** studio environment

### Junior Game Developer & Designer | Mobile

ARTIK Games – SEP. 2016 / JUN. 2017

- **Developed and designed** mobile simulation games for **Android**
- Contributed across both **engineering and game design**, gaining full-cycle production experience

## Skills

### Core Technologies and Tools

Unity 3D   C#   TypeScript   Node.js   PlayCanvas   Git   Shadergraph

Shaderlab / HLSL   UI Toolkit

### Key abilities

UI Development   Cross-Discipline Work   Custom Tooling   Workflow Automation

Systems integration   Complex problem solving   Rapid Skill Acquisition   Profiling & Optimization

Render Pipeline Fundamentals

### Additional Tools

Blender   Fusion 360   Adobe Illustrator   Adobe Photoshop   Bash Scripting

PowerShell Scripting   Noesis Studio   JIRA   ClickUp

### Languages

Spanish – native   English – advanced

## Contact

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