

# Ismael Loreto

Lead Game Developer

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## PROFESSIONAL SUMMARY

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Lead Game Developer with over 10 years of experience shipping games and interactive experiences across Unity 3D, C#, WebGL, and VR. Proven track record as a Technical Lead and Lead Developer, owning features end to end from architecture through production. Specialized in gameplay mechanics implementation, custom Unity editors, internal tooling, with knowledge of multiplayer systems. Shipped titles on Steam, Meta Horizon Worlds, Reddit, iOS, and Android.

## PROFESSIONAL EXPERIENCE

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### Lead Game Developer — **ForeVR Games** · Remote (US-based team)

MAR 2024 – APR 2026

- Shipped 4 multiplayer games on Meta Horizon Worlds in collaboration with a US-based distributed team across a 2+ year engagement.
- Owned features end to end, from architecture decisions through to production delivery, coordinating with art, design, and development teams.
- Engineered gameplay mechanics, user interfaces, and multiplayer systems using Unity 3D, C#, UI Toolkit, TypeScript, and Noesis Studio.
- Authored custom Unity 3D editors and VSCode extensions that streamlined internal tooling and team workflows.
- Built and shipped 1 WebGL game for the Reddit platform using Unity 3D, TypeScript, and Node.js.

### Technical Lead – Unity VR — **COTO C.I.C.S.A** · Argentina

JUN 2023 – JAN 2024

- Led a team of 4 developers as Technical Lead on VR titles for PC and Android VR platforms using Unity 3D.
- Drove architecture and code quality decisions by applying SOLID principles and agile methodologies within a larger multidisciplinary team.
- Mentored 4 developers on Unity best practices, version control, and cross-discipline collaboration.

### Senior Game Developer – Unity and PlayCanvas — **AVIX Games** · Argentina

APR 2019 – MAY 2023

- Shipped 10+ games across WebGL, Android, and iOS using Unity 3D and PlayCanvas over a 4+ year tenure, including Thumb Fighter (~2M mobile downloads at the time, 10M+ to date) and 1 Steam title.
- Delivered projects for high-profile clients including Cartoon Network and Poki, meeting publisher quality and performance standards.
- Worked across multiple simultaneous projects in a fast-paced multiplatform studio environment.
- Implemented gameplay systems, UI, performance optimizations, and build pipelines.

### Senior Game Developer – Unity — **Team Guazú** · Argentina

AUG 2018 – FEB 2019

- Shipped Shadow Brawlers on Steam with Team Guazú, a local multiplayer stealth brawler.
- Implemented gameplay systems and mechanics using Unity 3D and C#.

### Mid-level Game Developer – Unity and ActionScript — **AVIX Games** · Argentina

SEP 2017 – AUG 2018

- Built and shipped 5+ mobile games for Android and iOS using Unity 3D and ActionScript 3, including Thumb Fighter (~1M downloads at the time).
- Delivered features across the full development cycle in a multiplatform studio environment.

## Junior Game Developer and Game Designer — ARTIK Games · Argentina

SEP 2016 – JUN 2017

- Designed and built mobile simulation games for Android, working from concept through release.
- Owned both engineering and game design responsibilities, gaining full-cycle production experience.

### TECHNICAL SKILLS

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**Programming Languages:** C#, TypeScript, JavaScript, HLSL, ShaderLab, ActionScript 3, Bash, PowerShell

**Platforms and Engines:** Unity 3D, PlayCanvas, Meta Horizon Worlds, WebGL, Virtual Reality (PCVR, Meta Quest), iOS, Android, Steam, Reddit

**Tools and Frameworks:** Node.js, UI Toolkit, Shadergraph, Noesis Studio, Git, GitHub, JIRA, ClickUp, Blender, Adobe Photoshop, Adobe Illustrator, Fusion 360

**Professional Competencies:** Technical Leadership, Team Mentoring, Software Architecture, SOLID Principles, Agile Methodologies, UI Development, Custom Tooling, Workflow Automation, Systems Integration, Profiling and Optimization, Render Pipeline Fundamentals, Cross-Discipline Collaboration, Complex Problem Solving

### LANGUAGES

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- Spanish – Native
- English – Advanced (C1)

### FEATURED PROJECTS

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- **Shadow Brawlers (Steam)** — [store.steampowered.com/app/890310](https://store.steampowered.com/app/890310) — Local multiplayer stealth game where players control nimble ninjas that hide in the shadows. Published on Steam.
- **Fire & Rescue (Meta Horizon Worlds)** — [horizon.meta.com/world/10102941330447362/](https://horizon.meta.com/world/10102941330447362/) — VR and mobile multiplayer game where players simulate the rescue work of a firefighting force.
- **Hidden Lands - Spot the Differences (Steam)** — [store.steampowered.com/app/1378060/Hidden\\_Lands\\_Spot\\_the\\_differences/](https://store.steampowered.com/app/1378060/Hidden_Lands_Spot_the_differences/) — Procedurally generated spot-the-difference game on Steam. Players explore ancient 3D floating islands to find differences and restore lost civilizations. Free to play; Very Positive reviews.
- **CN Golf Stars (Cartoon Network)** — [youtu.be/21265enzM4w](https://youtu.be/21265enzM4w) — Mobile game starring Cartoon Network characters in a golf tournament.
- **Kaboom (Reddit / WebGL)** — [www.reddit.com/r/kaboom\\_game/](https://www.reddit.com/r/kaboom_game/) — Physics-based arcade game focused on user-generated content, with a full level editor.
- **Bioforce (Arcade VR)** — Multiplayer Virtual Reality shooter built for on-site arcade environments and events.