

# Lautaro Bravo de la Serna *Senior Unity Engineer*

✉ lautabdl@gmail.com

📍 Buenos Aires, Argentina

🔗 Portfolio

☎ (+54) 9 1137001008

🌐 LinkedIn

🐙 Github

## Profile

Senior Unity Engineer with 7+ years shipping games across mobile, PC, and custom hardware. Specialized in mobile free-to-play at scale: built multiplayer systems, LiveOps features, analytics integrations, and monetization flows for titles reaching 50M+ players at Etermax (Trivia Crack 2, Merge Home). Strong backend collaboration experience (Java/Kotlin) and proven remote work with US/UK/LATAM teams.

## Professional Experience

### Senior Unity Engineer

*Etermax*

2020/01 – 2023/01

- Shipped and maintained live mobile F2P titles (Trivia Crack 2, Trivia Deluxe, Merge Home) serving 50M+ players on iOS/Android.
- Built turn-based multiplayer systems and matchmaking with low-latency state synchronization for mass-scale audiences.
- Integrated analytics pipelines (Amplitude, Firebase) and A/B testing frameworks to optimize retention and monetization KPIs.
- Implemented LiveOps features: remote config, seasonal events, limited-time offers, and player segmentation systems.
- Owned monetization flows: IAP integration, rewarded ads, subscription systems, and promotional offer logic.
- Collaborated with backend team (Java/Kotlin), improving runtime performance by 30% and reducing release cycles by 25%

### Senior Unity Engineer

*Red Wolves Studio*

2025/02 – present

- Led Unity development for Board Arcade (touch-screen party console) and shipped 5 launch titles.
- Designed modular minigame framework with shared input, audio, achievements, and player profiles for rapid cross-title reuse.
- Optimized for target hardware constraints (CPU/GPU/memory profiling, batching, asset compression) achieving locked 60 FPS.
- Built local multiplayer systems (competitive, co-op, party modes) with robust state management and save handling.
- Collaborated remotely across US/UK/LATAM with design, QA, and art teams; owned milestones and launch certification.

### Senior Unity Engineer

*Circle Press*

2023/01 – 2025/02

- Designed and shipped 5 Unity-based PWA games for mobile-first audiences, increasing engagement +50% and reducing time-to-market by 30%.
- Led cross-functional team across design, art, and QA.

## Highlighted Projects

### Trivia Crack 2 (Android & iOS)

*Senior Unity Engineer*

Built multiplayer systems, analytics integrations, and monetization features for a live F2P trivia game with 50M+ players. Implemented turn-based matchmaking, LiveOps events, A/B testing, and IAP flows.

### Trivia Crack Adventure (Android & iOS)

*Senior Unity Engineer*

Single-player progression trivia game with 10M+ players. Built level progression and character unlock systems, retention mechanics (daily challenges, reward systems), and client-side economy (IAP, rewarded ads, soft/hard currency). Integrated analytics tracking player funnels and drop-off points.

### Board Arcade (Android Hardware)

*Lead Unity Programmer*

Shipped 5 launch minigames for a touch-screen party console. Built modular framework (input, audio, achievements, profiles) and optimized for locked 60 FPS on target hardware.

### Cards & Claws - Multiplayer

*Unity Gameplay Programmer*

Photon Fusion-powered 3-player co-op battler; designed card/deck systems and real-time online synchronization.

## Publications & Teaching

### Udemy — Unity Instructor (4 courses, 2,100+ students)

Topics: Gameplay programming, Game Design, and Unit Testing (TDD, mocks, substitutes).

### Books (Amazon KDP)

*Localization in Videogames* (2025) and *The 5 Most Common Mistakes When Starting to Program Videogames* (2024).

## Skills

**Core:** Unity | C# | Mobile Game Development | Gameplay Programming | Multiplayer (Photon, Unity Netcode) | LiveOps | Analytics Integration | Tools Development | Optimization

**Platforms:** iOS | Android | PC | Steam | VR (Oculus/Quest) | AR

**Tools:** Git | Rider | CI/CD | Docker | AWS | Firebase | Amplitude | Sentry

**Plus:** Java | Kotlin | REST APIs | Kafka | Microservices

**Practices:** OOP | SOLID | TDD | Clean Code | Agile | Remote Collaboration