

MAURO NAHUEL URIARTE

UNITY UI/GAMEPLAY PROGRAMMER

PERSONAL DATA

 Buenos Aires, Argentina

 mauronuriarte@gmail.com

 <https://www.linkedin.com/in/mauronu>

SKILLS AND TOOLS

- Programming: C#, C++, C
- Engines: Unity, Unreal
- Gameplay & Systems: Gameplay Programming, State Machines, AI Logic, Systems Design
- Unity Tools: ScriptableObjects, Custom Editors, Animation Systems, Input System
- Engineering: OOP, Debugging, Profiling, Optimization
- Tools: Git, Odin Inspector, DoTween

COMPETENCIES

- Initiative
- Communication skills
- Cross-discipline collaboration
- Rapid feature iteration

PORTFOLIO & GIT

<https://maouru.github.io/portfolio>

<https://github.com/MauroUr>

SUMMARY

Unity gameplay programmer focused on modular systems, scalable architecture and production-ready code. Experience building full games and contributing to professional development pipelines.

WORK EXPERIENCE

Mega Cat Studios | Unity Developer (MAR 2025 - PRESENT)

- Contributed to gameplay and UI systems on **God of War: Sons of Sparta** (AAA title)
- Implemented and maintained UI features in a production environment
- Built reusable UI components and editor tooling to support iteration
- Developed scalable UI systems for designers and gameplay features
- Collaborated with designers, artists and engineers across disciplines
- Performed bug fixing, optimization and performance improvements
- Worked within production pipelines and version control systems

Accenture | Full Stack Developer (MAR 2022 - AUG 2023)

- Strong software engineering foundation (architecture, scalable systems, APIs, CI/CD)

MAIN PERSONAL PROJECTS

ShadowBound — Dungeon-Management Action/Strategy (Unity)

- Led enemy AI development using custom Decision Trees + FSM; implemented third-person player controller and global event-driven systems.

Mawasure — 3D RPG Prototype (Unity)

- Built modular spell system (ScriptableObjects + custom editor), strategic combat systems and UI; applied patterns (Object Pool, Service Locator, Command, State, Strategy).

Chronicles of a Pixel — 2D Action/Skill Game (Unity, Beta)

- Designed gameplay systems for 3 levels, spawn/difficulty tuning and beta testing.

Bears Against Time — Console Adventure Game (C)

- Academic project in C: character-specific mechanics, resource/time management and level logic.

EDUCATION

Facultad de Ingeniería de la Universidad Argentina de la Empresa (UADE)

- Graduating in 2026.
- Bachelor's Degree in Game Development.

Facultad de Ingeniería de Universidad de Buenos Aires (UBA)

- 2020 to 2023 (unfinished).
- Bachelor's Degree in System's Analysis.