

Portfolio

Pablo Larrea

Unity Engine Projects

Game Developer/Artist/Designer

2017

2014

Space Pirates

50 Cubes

Role

Unity Specialist/C# Dev

Achievements

- Improved the game's overall performance by reducing drawcalls, implementing pools for different game elements.
- Reduced the app size by introducing Atlases to handle 2D elements, as well as changing textures to handle the platform's compression better.
- Fixed all resolution issues across all devices and platforms.
- Added integration with Google Play game services to get featured in the store.



2013-2014

Top Farm

Vostu

Role

Unity/C# Developer



Achievements

- Implemented the moving behaviors for all animals.
- Implemented the system to buy and sell items to NPCs as well as other players using social network information.
- Helped the 3D artists fix animations and exportation issues.



2010-2011

Star Xpress

Cat on the Roof

Role

Unity/Javascript Developer

Achievements

- Coded the UI, menu screens, tutorial and gameplay logic.
- Developed different behaviors for enemies, final bosses, level props, and traps.
- Documented and simplified game information to assist artist and designer in game adaptation and integration.



Personal Projects

Maxi's Awesome Adventure

Developer/Designer/Artist

Project started as challenge to design and create game in under one week, preliminary version uploaded to Kongregate.

<http://www.kongregate.com/games/PabloLG/m-a-a-o-a?acomplete=maaoa>

Received positive feedback, improved game graphics and adapted mechanics to work on mobile platforms.

<http://apple.co/1g51X49> (iOS)

<http://bit.ly/1XF23EP> (Android)



Dragon's Cave

Developer/Designer

Project started as a game for Kongregate.

<http://www.kongregate.com/games/PabloLG/cave-scape>

Received positive feedback, adapted the game to mobile platforms and made major changes in artwork with help from an artist. Introduced new gameplay mode.

- <http://apple.co/SwegBr> (iOS)
- <http://bit.ly/1TszBW0> (Android)



Pesky Moles

Developer/Designer/Artist

Independently designed and developed game inspired by “Whack-A-Mole” with retro arcade feel.

Capitalized on the opportunity to teach myself how to create pixel art and integrate monetization technics, i.e. in-app purchases and ads.

- <http://apple.co/1Kxb7qY> (iOS)
- <http://bit.ly/1KPLq1W> (Android)

