

BARREDO DAVID

GAME DESIGNER & UNITY DEVELOPER – MOBILE GAMES

GAMEPLAY · RAPID PROTOTYPING · C#

CONTACT

Paris

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PORTFOLIO & LINKS

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barredodavid.itch.io

TECHNICAL SKILLS

- **Unity (2D & 3D) / C#** (mobile, WebGL, UI Toolkit, ScriptableObjects, object pooling)
- **Game dev** (physics, FSM, NavMesh, Input System)
- **Mobile & live** (iOS, TestFlight, AdMob, GameAnalytics)
- **Ads & video** (Unity Recorder, creative testing)
- **Tools** (Git/GitHub, Visual Studio, AI-assisted development)
- **Quality** (NUnit tests, event-driven architecture)

LANGUAGES

- **French** (native)
- **English** (advanced, professional working level)

INTERESTS

- **Chess** (strategy)
- **Rugby** (team spirit)

PROFILE

Game designer and Unity developer (Epitech Master's) focused on mobile games. My iPhone game Shelf Sort is coming soon to the App Store, with rewarded ads and analytics. I design short, readable game loops, prototype fast, test ideas with ads and iterate on what the data and the players show.

PROFESSIONAL EXPERIENCE

Unity Developer (Freelance)

Space Memory Studio | Feb 2026 – Apr 2026

- Programmed an interactive Unity (C#) installation from concept to final delivery.
- Optimized a WebGL build to run smoothly on Raspberry Pi 5 (near-mobile constraints), at public exhibitions in Paris and Alexandria.

Backend Software Engineer (Work-study)

Cosium | 2022 – 2025

- Built backend features and business-critical applications in an Agile team.

UNITY PROJECTS

SHELF SORT – IPHONE GAME (UNITY 6 / C#) – SOLO, COMING SOON TO THE APP STORE

- Full sorting game: 80 levels across 4 countries, 3D world map, daily challenge, stickers, trophies; levels generated and checked solvable by a custom tool.
- AdMob rewarded ads (GDPR + Apple tracking prompt), level funnel in GameAnalytics; automated iOS build and TestFlight upload.

EPIC PLANE EVOLUTION – HYPER-CASUAL CONCEPT + 3 VIDEO ADS (UNITY 6)

- Gate runner (paper plane to rocket); 3 ads testing 3 creative hypotheses, recorded in Unity with a human-like autopilot; HTML5 playable ad.

4 UNITY 6 / C# GAMES – 3 HYPER-CASUAL MOBILE + 1 PC PUZZLE – PLAYABLE AT DAVIDBARREDO.NETLIFY.APP

- **Demolition Buster:** rewarded-ad "Continue", shop, 38 unit tests.
- **Orbit Dash:** one-tap, "near miss" combo twist.
- **Timber Strike:** boss logs that reverse direction, knife shop.
- **Loop Lab:** time-loop puzzle, clones on deterministic replay.

ORDER UP: TAVERN – 3D TYCOON (UNITY / C#) – SOLO, PUBLISHED ON ITCH.IO

Modular systems (customer AI, economy, physics) and a complete visual pipeline (level design, lighting, VFX). itch.io page · demo video

EDUCATION

Master's in Software Engineering | *EPITECH Paris | 2021 – 2025*

Technical degree in Physical Measurements (DUT) | *IUT Montpellier | 2019 – 2021*