DIANA RAMOS GARCIA

@Dinorekkos
Network Game Engineer | Unity Game Developer | Mobile Game Programmer
Interactive Software and Video Game Development Engineer

PORTFOLIO
Portfolio Online | Portfolio PDF
Itch.io | GitHub

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PROFESSIONAL PROFILE

Unity game programmer specialized in **multiplayer backend systems, services implementation, and mobile development.**

With six years of game industry experience across live mobile titles, Unity multiplayer, VR development, analytics, monetization, and client-facing production. Comfortable leading small teams, planning technical work, and improving network stability from development through release.

WORK EXPERIENCE

Unity Game Developer | Network Backend Game Engineer
Blue Gravity Studios | June 2024 - Present
AGIS The Platform - Worked on multiplayer systems, server maintenance, and network stability for Unity dedicated servers with NodeJS. Improved connection, loading, server allocation, and recovery workflows for PC, mobile, and VR experiences.
Little Sim World - Contributed to multiplayer features using Unity Netcode, Game Server Hosting, Cloud Code, and implemented audio systems with FMOD Studio.
Slot Shiboo - Implemented gameplay systems and multiplayer networking features for a casino simulation game.

Project Manager and Unreal Game Developer
Client Project | September 2024 - October 2024
Fall Guys UEFN Maps with Danup Brand - Created customized UEFN maps for client needs and implemented gameplay using Verse.

Mobile Game Programmer and Developer
Cometa Games | January 2022 - June 2024
My Dear Farm | Published by HyperBeard - Developed gameplay mechanics, tutorialization, post-launch support, updates, analytics, and user tracking.
Cozy Forest - Developed game mechanics and tutorial systems for a mobile game project.

Unity VR Developer
Lazy Sheep Studios | October 2023 - March 2024
Project B.U.R.N - Developed base game systems and VR player interactions for Meta Quest 2 and 3 prototypes.

Unity 3D Developer
CICESE | March 2023 - September 2023
My Way Adventure - Developed a 3D serious game designed to identify children susceptible to illicit substance use.

Junior Game Developer
Pink Bear Games | September 2021 - January 2022
Patito - Developed gameplay mechanics for a Unity for Humanity 2023 winning mobile game about consent and child safety.

OTHER RELEVANT EXPERIENCE

University Game Development Teacher
Amerike University / ESDIE University | June 2025 - Present
Mobile Game Development and Advanced Game Design - Teach Unity mobile game development, production pipelines, gameplay flow, and game systems planning.
VR and AR Development - Taught VR and AR development using 8thWall and interactive development workflows.

GAMEJAMS & WEBINARS

Women GameJam 2026 | Mentorship volunteering.
UPIICSA GameJam 2025 | Judging panel.
Universidad Tecnológico de Nogales 2024 | Guest speaker, game development webinar.
GameJam+ 2024 | Mentorship volunteering.
ONU Mujeres GameJam 2020 | Jammer participating.

ACADEMIC BACKGROUND

Engineering in Interactive Software Development and Video Games, Universidad Amerike | 2020 - 2024
Google Project Management Course | 2024

EXPERTISE

Professional: Unity multiplayer, networking backend, APIs, mobile development, VR development, game systems, project management, dedicated services.
Software: Unity, Unreal Engine, UEFN, Git, Rider, VS Code, Notion, Asana, Slack, Codex. LLMs.
Programming: C#, NodeJS, JavaScript, Verse, Web Services APIs, CI/CD practices.
Languages: Spanish native, English professional working proficiency.