

DR

# Damian Rizzotto

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I'm a Unity Lead Engineer based in Los Angeles, California, specialized in game design, development, and production. With over 10 years of industry experience, I have contributed to the successful delivery of multiple games across various platforms, including the Google Play Store, Apple App Store, Steam, and PlayStation Stores.

I have experience working with teams of all sizes and compositions, from small engineering-focused to big interdisciplinary ones. I've also led engineering teams and been a contributing member of other disciplines such as design, management and UI/UX.

I am a fast learner, always looking to improve in my craft. I'm detail-oriented, but can establish realistic timelines and allocate my time accordingly. I am a big team player, both as a developer and as a team leader, and I strive to create a good work environment where people have the tools to show off their potential.

## Links

<https://damianrizzotto.com/>

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

## Work Experience

### Lead Project Engineer (Match Upon A Time)

03/2023 to Present

Tic Toc Games

Remote

- Led team of engineers from prototype phase to soft-launch and greenlight process.
- Provided bi-weekly engineering updates to publisher.
- Documented project for stakeholders approval.
- Participated in roadmap and sprint planning process.
- Designed gameplay and meta-systems architecture.
- Implemented new match-3 gameplay engine.
- Added SDKs alongside flow for iOS ATT, GDPR, analytics and performance tracking.

### Lead Project Engineer (Funko Pop! Blitz)

01/2021 to 03/2023

Tic Toc Games

Remote

- Took part in sprint planning and initial task estimations.

- Redefined new systems design process to account for long-term maintainability and tooling.
- Collaborated with designers on early system design feasibility and provided player-oriented improvements.
- Overhauled live-ops process to be more reliable, easy to maintain and keep a changelog of interactions to detect possible issues early-on.
- Documented game architecture and created resources to improve engineering onboarding and product management understanding of available levers.
- Performed previous role engineering tasks.

## **Senior Game Engineer (Funko Pop! Blitz)**

01/2019 to 01/2021

Tic Toc Games

Remote

- Designed, implemented, refactored and optimized core gameplay and meta systems.
- Adapted architecture from offline to online-only structure based on Playfab's backend Cloudscript code.
- Collaborated with designers, artists and testers in order to have a unified project vision, find process pain points and possible improvement opportunities.
- Initiated module audits to detect technical debt and better project documentation.
- Helped design, put into action and validate project-management-related frameworks (Analytics, AB Testing, IAMs, Deeplinks, etc).
- Secured build stability via performance tracking, testing and prompt issue detection/fixing. Implemented UI layouts and behavior systems.

## **Senior Unity Game Developer**

11/2014 to 06/2019

Sandstorm Interactive

Buenos Aires, Argentina

- Developed games for multiple platforms using Unity3D.
- Implemented custom tools to improve UI iteration times, localization, data import/export and other ease of use improvements.
- Created real-time multiplayer games based on Java and C++ servers made from scratch.
- Developed turn-based asynchronous game systems based on Java (Play Framework).
- Implemented turn-based strategy games AI.
- Tailored games for PS4 and PSVita which included UI changes, gameplay tweaks and console platform integrations among others.
- Debugged and optimized games for low end targets.
- Performed console manufacturers technical requirement checklists validations.

## **Web Designer, Mobile Developer and Others**

01/2009 to 01/2013

Freelance

Remote

In charge of finding clients, getting to know their needs and establish a feedback loop to ensure the job was made to the right specifications on time. Some of the tasks I performed were:

- Web design and development
- Graphic design (Logos, Banners, Icons, Layout Mockups, among others)
- API planning and implementation.
- Basic Android applications development
- Database creation and management
- Tech and variety blogger
- CMS creation and maintenance

## Skills



Unity

C#, Javascript

Game Design

Performance Optimization

UI/UX Implementation

Systems Architecture

Teamwork and Collaboration

Live Operation game management

Source Control (Git, Bitbucket, SVN)

Analytical Thinking

## Education



**Buenos Aires Institute of Technology (ITBA)**

Bachelor's

Software Engineering

Buenos Aires, Argentina

01/2011 to 12/2017