

# ADRIÁN DURÁN GARCÍA

## SENIOR UNITY DEVELOPER

Video Game Developer since 2017. I design and improve gameplay systems based on player data, behavior, and feedback, turning insights into decisions that improve retention, engagement, profitability, and overall player satisfaction. I focus on scalable architecture and measurable impact on retention, engagement, and monetization. I am experienced with Addressables, VContainer, and UniTask.

## EXPERIENCE

- 2024 - 2025 ZeptoLab**  
Senior Unity Developer - Gameplay
  - Cut the rope
  - Tiny Hunters
- 2022 - 2024 Zeptolab**  
Mid-level Unity Developer - Gameplay
  - Overcrowded: Tycoon
- 2017 - 2022 EVAD Formación - Kaiju Games**  
Unity games development teacher  
Junio Unity Developer - gameplay
  - EduZland

## EDUCATION

- 2017 - 2018 Videogames development and design - EVAD Formación**  
Honorific Mention
- 2013 - 2017 Criminology degree - Universidad de Málaga**  
Erasmus+ (Salford, Manchester)



## CONTACT

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## SKILLS

### Languages

- English - C1  
Erasmus+ (Salford, Manchester)
- Spanish - Native

### Hard Skills

- C#
- Unity
- Git
- Addressables
- Object Pooling
- UniTask
- VContainer
- Zenject
- Python
- Java

### Soft Skills

- Team player
- Transparency
- Cross-Disciplinary Communication
- Adaptability
- Creativity
- Task Prioritization
- Attention to Detail