

Andrea Pérez Pallás

GAME DEVELOPER

andrea-perez.webnode.es

I am mostly experienced in **mobile games**, working with **C#** and **Unity**.

I have worked in a lot of different genres, taking care of all the different stages involved in the development, since the very early steps of prototyping until the afterwards of the release, with maintenance and liveops.

I'm very **passionate** about my career and now I'm trying to move a step forward and find a project that really **motivates** me and **challenges** me, where I could find some new opportunities to learn and improve my skills.

Hard Skills

Unity	C#
Unreal Engine	C++
PlayCanvas	Java
Cocos Creator	JavaScript
JetBrains Rider	Lua
Visual Studio	SOLID principles
Android Studio	Clean Architecture
PlayFab	MVP/MVC/MVVM
Git	ECS

Soft Skills

Fast Learner	Detail-oriented
Team-worker	Perfectionist
Agile and Flexible	Analytic Mind

 [linkedin.com/in/andreaprezp](https://www.linkedin.com/in/andreaprezp)

 github.com/andreaprez

 andreaprezp@gmail.com

 +34637713915

Work Experience

2023 - 2025

1.5+ years

HOMA

Unity Developer

Worked on two mobile casual games (*solitaire card games*), published on both AND and iOS. After changes in the company and the team, I stayed as the main and only developer for both of them, and later joined a new full team.

Unity | C#

2021 - 2023

2 years

TILTING POINT

Game Developer

Worked on multiple mobile casual and hyper-casual games (*match 3, store management, bubble shooter, multiplayer arena*), published on both AND and iOS mainly, and also Snapchat. I worked as the main and only developer for two of them.

Unity | PlayCanvas | Cocos Creator | C# | JavaScript

2020 - 2021

1 year

MOVETIA

Android Developer

Worked on a mobile app for a bank client, published on both AND and iOS.

Android Studio | Java

2019 - 2020

9 months

THE BREACH STUDIOS

Junior Game Developer

Worked on two mobile casual games (*merge and trading cards*), published on both AND and iOS.

Unity | C# | JavaScript | PlayFab

Projects

See all projects at andrea-perez.webnode.es!

2025

Idle Corp: Cosmic Extraction - WIP | 

Personal Project

2023 - 2025

Classic Solitaire | Spider Solitaire |  

Homa

2022 - 2023

Sneaker Craft! |  

Tilting Point

2021 - 2022

Match Puzzle Connect | Classic Tile Match |  

Tilting Point

2021

Crazy Sales Rush | 

Tilting Point

2020

Pigeon Corp | 

Personal Project (degree's final project)

2019 - 2020

Merge Soccer League |  

The Breach Studios

Studies

2016 - 2020

Degree in Videogames Design and Production

Universitat Pompeu Fabra - Tecnocampus