



# Hjupter Cerrud

Senior Game Engineer

## Profile

Passionate Game Engineer with more than 19+ years of experience and with a web/flash design background.

Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team.

I love to code, I love to automate things, I love to find new and efficient ways to solve problems.

### Rapid learning

If a topic interests me I get the burning desire to learn more about it. I want to improve myself as much as I can and I want to represent a precious resource for the people I work with.

### Video Games

I love video games. I love to play them, I love to make them. I love to recreate gameplay mechanics and systems I see on the screen to improve myself.

## Employment History

### Senior Unity Engineer at Eternal Radio, Panama

August 2022 — Present

Leading core development as it relates to Photon networking features across the Club company product. Finding ways to optimize social features reliant on Photon networking. Problem solving unique technical problems as it relates to Photon Networking living inside of a larger iOS framework. Tackling general unity features within the Club company product.

### Senior Game Developer at Five Bits, Panama

January 2020 — August 2022

I'm in charge of developing Hyper Casual mobile games for iOS and Android. I make these games from scratch including UI, gameplay, SDK integrations, export to android and iOS.

Most succesful project so far has been [Border Patrol](#) published by Homa Games with over 20MM+ Downloads.

Other released games:

[Online Shopper 3D](#)

[Fire Off!](#)

[Good Citizen](#)

[Bad Student!](#)

### Game Engineer at Wild Life Studios, Remote

October 2022 — May 2022

## Details

Bethania, Miraflores

Panama

+50763721413

[hjupter@gmail.com](mailto:hjupter@gmail.com)

## Links

[Linkedin](#)

[Unity Asset Store Publisher](#)

[Youtube](#)

## Skills

Unity

C#

Golang

Git

Photon Unity Networking

Firebase

HTML & CSS

MySQL

JavaScript

UI/UX

PHP

Adobe Photoshop

AWS

Gamesparks

Backend Development

Graphic Design

Mirror

SDK

Android

iOS

Worked as part of team to maintain a specific Tennis Clash.

My main role was to add new features to the back end and client of the game.

### Senior Game Developer at Music Powered Games, Remote

August 2015 — October 2021

Working on different games powered by music like Eminem's game Shady Wars.

<http://www.mtv.com/news/2371613/eminem-shady-wars-video-game/>

Most recent released game app:

<https://muzarcade.com/>

For this project I was in charge of implementing the main architecture, developing multiple mini games, implementing SDK's and work on the UI.

### Publisher at Unity Asset Store

April 2013 — Present

Creating game assets and tools to make developers life easier.

I have a passion for making Unity game tools.

Here is some of my released assets:

[State Machine](#)

[Photon Module for Game Creator](#)

### Indie Game Developer at Ninjutsu Games

2009 — Present

Since I started working Flash I developed a passion for making games, since then I've worked on multiple projects for myself all of them being multiplayer games:

[Braverz](#)

[Astro Blood](#)

[Infested Land](#)

[Ninja PVP](#)

### Game Developer at Fox Cub Games, Remote

November 2014 — March 2015

Worked on new features for

<https://play.google.com/store/apps/details?id=com.scopely.slotsvacation>

### Contract Flash Developer at PlayerScale INC

March 2012 — August 2012

Develop real time multiplayer game

### Vice President of Development & Partner at 777fx

February 2011 — February 2012

Development of Multiplayer Games, Network Programming

### Senior Flash Developer at Veritas Digital Studios, Panama

November 2009 — April 2011

Gamesparks

BrainCloud

Playfab

Firebase

Game Analytics

Xcode

Gradle

iOS Development

### Languages

Spanish

English

Flash based social media apps, websites, design

### **Chief Marketing Officer at GN Capital, Panama**

May 2008 — October 2008

Web Design and Development and Marketing

### **Senior Web/Flash Designer, Developer at Icamos Marketing, Panama**

October 2006 — May 2008

Web/Flash Development and Design

### **Flash Designer/Developer at Digitalis**

2003 — 2006

Created and implemented visual experiences or websites fully made with Flash and ActionScript

## **Education**

### **Certified Developer, Unity**

August 2018 — August 2020

### **Bachelor of Science, America Institute**

1997 — 2003

## **Courses**

### **Unity Certified Developer, Unity Technologies**

May 2016 — May 2018

## **Strength & Weaknesses**

I respect everyone's opinion and I hear them with interest.

I'm an optimistic guy. I always look to the bright side of things.

## **References**

## **Extra-curricular activities**

### **Play Video Games**

Console gamer: The Elder Scrolls, The Witcher, Call of Duty, FIFA, Assassins Creed

### **Drummer**

Long live metal

### **Pets**

I particularly love dogs and cats and I enjoy to play with them.