Ricardo Unelén Pino

San Rafael, Mendoza, Argentina · hello@ricardopino.com · linkedin.com/in/ricardo-pino · github.com/richardpine189
Open to remote and relocation

SUMMARY

Director of Engineering with 15 years in software and 7 years specializing in Unity game development, console porting and cross-platform optimization. Coordinates technical management across multiple concurrent projects and previously led a 30+ person multidisciplinary organization at Zynga. Shipped Nintendo Switch and Switch 2 ports through official certification, including The Walking Dead: Streets of Survival (10 to 50 FPS), and cut mobile memory use from 5 GB to 500 MB. Delivered for ~10 clients, including Marvel Snap and MobilityWare, with tens of millions of downloads.

SKILLS

- **Engines & platforms:** Unity 6, C#, Nintendo Switch / Switch 2 SDK (porting & certification), Android, iOS, WebGL, PC
- **Architecture:** SOLID, Clean Code, Clean Architecture, MVC/MVP, design patterns, gameplay architecture, UI systems
- **Performance & tooling:** profiling and optimization, Addressables, UniTask, API integration, JWT authentication, CI/CD, AI-agent development workflows
- **Version control:** Git, GitHub, GitLab CI, Bitbucket, Perforce
- **Leadership:** engineering management, mentorship, Agile/Scrum, cross-team collaboration

EXPERIENCE

Director of Engineering — Odaclick Game Studio
Córdoba, Argentina (remote) · Nov 2025 – Present

- Coordinate technical management across multiple concurrent projects.
- Ported The Walking Dead: Streets of Survival to Nintendo Switch and Switch 2, raising performance from 10 to 50 FPS and taking it through official platform certification.
- Lead refactoring and new features on Wagmi Defense and Evermore Arcade, including Android and iOS optimization: doubled FPS, cut memory use from 5 GB to 500 MB and build size from ~1 GB to ~150 MB.
- Help tune the studio's AI-agent-powered development framework, saving ~2–3 hours per day in project management and environment switching.
- Currently developing an unannounced title (NDA).

Software Engineer — Independent
Remote · Jun 2026 – Present

- Porting Ultratoro to Xbox (in progress).

Software Engineer — Retsa Games
Remote · Oct 2025 – Dec 2025

- Led the port of Ultratoro to Nintendo Switch and Switch 2, optimizing performance for the console; part of Nintendo certification passed, with release pending the publisher's launch window.
- Built custom Addressables analyzers that reduced build size by 25%.
- Adapted controller behavior and UI/UX to Nintendo Switch standards.

Tech Lead / Unity Software Engineer — Trick Games Studios LLC
Remote · Jun 2022 – Sep 2025

- Delivered development and optimization for ~10 clients across PC, Android, WebGL and consoles, including Marvel Snap (millions of downloads) and MobilityWare titles (tens of millions of downloads).
- Led technical work on client titles including Ultra, Ungodly and Marvel Snap; built Unity features for MobilityWare's card and puzzle games (Klondike, FreeCell, Spider Solitaire, Monopoly Solitaire and others).
- Implemented gameplay features and UI systems with consistent behavior across platforms.
- Collaborated with designers and artists to deliver polished gameplay under tight deadlines.

Software Engineer — BigBoot Games
Remote · Mar 2024 – Sep 2024

- Led the port of Half Time Heroes to Nintendo Switch, optimizing performance for the console; the port passed certification and is published.

Technical Lead — Zynga
Remote · Jul 2021 – May 2023

- Led a 30+ person multidisciplinary organization (engineering, art, design) with director-level scope, shipping 6 games for Zynga's Sugartown Web3 platform.
- Directed frontend architecture for Web3 mini-games on Unity WebGL.
- Integrated authentication and API systems using JWT flows.
- Ensured delivery of scalable, secure and performant game features.

Unity Developer (Volunteer) — Etermax
Remote · Sep 2020 – Dec 2021

- Built a pair-programming prototype from scratch to completion, plus internal prototyping tools and gameplay systems.
- Helped optimize Unity Android/iOS builds and tested multiplayer and UI/UX features with cross-functional teams.

Unity Developer — TryHard Studios
Remote · Feb 2020 – Aug 2020

- Developed 2D/3D simulation lab mechanics for PC titles and worked with QA to improve stability.

Unity Developer — Moeity Games Studios
Remote · Feb 2019 – Jan 2020

- Designed and implemented gameplay systems, puzzles and UI for the AA title Goetia 2 (Steam), delivering optimized PC builds.

Computer Science Teacher & IT Trainer — DGE Mendoza
Mendoza, Argentina · Mar 2011 – May 2023

- Taught applied computer science for over 10 years to ~30 learners per year (students, teachers and staff) at secondary and tertiary level.
- Trained adults and young people in office software and web programming, adapting content to different levels.

Earlier: Web Developer, freelance (Argentina, 2011–2015): custom web packages in HTML, PHP and CSS.

EDUCATION

Ingeniería en Informática — Universidad de Mendoza
Mendoza, Argentina · 2013
5-year degree in Informatics Engineering (Argentina)

CERTIFICATIONS

- Nintendo Certified Developer
- Unity Certified Programmer
- Quark Bootcamp: Senior Practices (Etermax partnership)

PROJECTS

- **Interview to CV** (open source, 2026): Claude skill that interviews users and generates CVs adapted to 8 countries, with every rule tied to an official source. github.com/richardpine189/interview-to-cv

LANGUAGES

- Spanish: Native
- English: Professional working proficiency
- French: Limited working proficiency (DELF B1)