

Ian Kuznicki

Game Programmer

PROFESSIONAL EXPERIENCE

Game Programmer - [Innoverse Studios](#) | 2026

Development for a multiplayer project (Under NDA).

- Implemented multiplayer systems ready for release using Photon PUN 2 suite.
- Designed and implemented the core gameplay features that defined the MVP scope.

Lead Game Programmer - Confidential (Mobile Messaging Startup) | 2025 - 2026

Lead game programmer for mobile application (Under NDA).

- Designed architecture for mobile application implementing decoupled systems for real-time messaging, media handling, and networked multiplayer minigames.
- Developed **Firestore** systems for user authentication and data storage.
- Polished and cleaned-up project towards **MVP Release**.

Game Programmer - [Blue Gravity Studios](#) | 2025

Development and planning of multiple projects for different clients (All under NDA).

- Planned and implemented architecture of multiplayer projects.
- Contributed to development of account authentication and matchmaking using Unity Cloud.
- Trained and developed Machine Learning models using ML-Agents package.

Game Programmer - [Ruido Amigo](#) | 2025

Development of MVP project for [Hollow Flowers](#).

- Designed levels and gameplay mechanics for a demo release.
- Contributed to project planning and development timeline.
- Developed features and systems in **Unreal Engine Blueprints**.

Game Programmer - [3Dar](#) | 2022 - 2025

Game development in [Eggscape](#), a multiplayer platformer for Mixed-Reality headsets.

- Designed and developed multiplayer game modes and gameplay mechanics using Unity, C# & Photon Quantum.
- Integrated Mixed Reality support, enabling headset controller and visor interactions.
- Migrated multiplayer infrastructure from Fish-Net to Photon Quantum, enabling an increase in lobby size from 4 to 20 concurrent players.
- Helped stabilize and support the project towards release.

Assistant Videogame Development Professor - [I.M.A.G.E. Campus](#) | 2025

- Videogame Development Laboratory. | 2024-2025
- Videogame Development Techniques for Game Design. | 2024



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EDUCATION

I.M.A.G.E. Campus

- Technical Degree in Video Game Development
2022 - 2026

SKILLS

- Videogame Development
- Leadership
- Mentoring
- Interdisciplinary
- Communication
- Team Collaboration
- Proactive & Self-Driven
- Technical Mind
- Fast Learner

PROFICIENCIES

- C++
- C#
- GIT
- Perforce
- Unity Engine
- Unreal Engine
- XR Development
- Wwise
- Linear algebra
- Physics
- Multiplayer for videogames
- Software architecture
- Scrum
- Kanban

LANGUAGES

- Native Spanish - C2
- Advanced English - C1

