

Alfonso Iván Almanza González

Senior Software Engineer | Game Platform, SDKs & Integration

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SUMMARY

Senior Software Engineer with 7 years in games, currently working at the intersection of platform and game engineering. Integrate platform SDKs and backend services directly into live titles including Marvel Strike Force, Star Trek Fleet Command, and WWE Champions, working across game client and server code as well as platform backend services, almost always inside systems owned by other teams. Background shipping games across mobile, PC, and console, including sole ownership of Xbox and PlayStation ports through first-party certification.

PROFESSIONAL EXPERIENCE

Scopely — Senior Software Engineer, Platform Game Solutions

Mexico City, Mexico | September 2023 - Present

Embedded platform engineer on the team bridging Scopely's internal game services platform and its game studios. Primary support for Marvel Strike Force, Star Trek Fleet Command, and WWE Champions; platform SDKs and services also reach other titles across the portfolio, including Monopoly GO.

- Integrate platform SDKs and backend services directly into live game clients and servers, working end to end across game client and server code, platform backend, and platform frontend. Most work extends existing systems owned by other teams, requiring rapid ramp-up in unfamiliar codebases without disrupting live players.
- Reduced runtime texture memory in the platform rendering SDK by 60% in response to a profiling spike reported by the Marvel Strike Force team. Diagnosed that textures generated at runtime bypassed the import presets the game enforced on authored assets, then designed and shipped a new SDK API allowing games to apply their own presets to SDK-created textures.
- Technical lead for Visual Editor, a self-service authoring tool spanning four teams (platform web console, platform backend services, UX, and Marvel Strike Force as lead stakeholder) that enables non-technical marketing and live-ops staff to create In-App Messages without engineering involvement or a client release.
 - Extended a platform backend service with a translation layer converting console-authored message definitions into a format the platform rendering SDK consumes at runtime, and extended that SDK client-side to render it — delivering a new product surface entirely on existing messaging infrastructure.
- Built backend integrations for Twitch Drops and Discord, extending existing platform services and improving client-to-service communication for live-ops campaigns.
- Contributed to an early-stage Unreal Engine SDK initiative, evaluating architecture, integration patterns, and platform requirements for future game teams.
- Mentor two mid-level engineers and drive engineering quality through technical design documents, design reviews, and code review for both internal and partner game teams.
- Use AI-assisted development workflows to accelerate prototyping and shorten feedback loops while maintaining review and quality standards.

Digital Vault Studio — Game Programmer

Mexicali, Baja California, Mexico | October 2021 - September 2023

- Lead Developer on a 3D physics-driven match game under a licensed IP for Apple Arcade, owning core gameplay, UI, and system architecture in Unity from prototype through polish (cancelled pre-launch).
 - Built a Unity Editor asset pipeline tool that converted imported FBX models into game-ready prefabs — applying material and texture presets, generating shape-based colliders, registering entries in the ScriptableObject catalog, and exposing category and tuning fields for a manual pass — removing most manual setup for a title requiring hundreds of unique 3D models.
 - Developed and optimized in parallel across four Apple platforms (iOS, iPadOS, tvOS, macOS) to meet Apple Arcade technical certification requirements.
- Shipped multiplatform releases for publishers including Tilting Point across Facebook Cloud, Microsoft Store, Amazon Appstore, and Apple Arcade.
- Shipped titles: Adventure Escape Mysteries, M&M's Adventure, ASTROKINGS.

Seashell Studio — Game Programmer

Querétaro, Mexico | October 2019 - September 2021

- Shipped Lunch A Palooza to Steam, Xbox One, PlayStation 4, and Nintendo Switch.
- Sole engineer on the Xbox One and PlayStation 4 ports, owning development, QA, and certification feedback through to release approval on both platforms.
- Implemented platform-required services including achievements, cloud saves, and player profile management, meeting Xbox and PlayStation certification standards.
- Implemented and polished gameplay systems in Unity for 4-player local multiplayer: physics-driven combat, responsive UI, and multi-controller input handling.
- Contributed early development on Running Fable (Steam, console, mobile): terrain-aligned item placement, tutorial playground with onboarding flow, input handling, and online system bug fixes.

SELECTED PROJECTS

U.F.Ortnite — UEFN / Verse — Released April 2025

Solo developer

- Self-directed project to learn Verse and the UEFN toolchain; designed and shipped a complete arcade gameplay loop including score rank progression, enemy wave spawning, enemy behavior, level randomization, and animation.
- Implemented custom object pooling in Verse to keep frame times stable across all supported platforms, working around the absence of a built-in pooling pattern in the language.
- Owned the full lifecycle solo: gameplay scripting, UI, custom 3D models, QA, and release.

EDUCATION

Universidad Cuauhtémoc, Querétaro, Mexico

Bachelor of Interactive Digital Content | August 2017 - June 2021

TECHNICAL SKILLS

Languages: C#, C++, Java, Python, Lua, Verse

Engines and Frameworks: Unity, Unreal Engine 5, UEFN

Platforms: iOS, iPadOS, tvOS, macOS, Android, Xbox, PlayStation 4, Nintendo Switch, Steam, Microsoft Store, Facebook Cloud, Amazon Appstore

Tools and Practices: Git, Perforce, CI/CD pipelines (releases, preview builds, automated testing), profiling and performance optimization, technical design documents, code review, Agile/Scrum

Focus Areas: SDK development and integration, platform and backend services, cross-team technical leadership, Unity Editor tooling, gameplay systems, console porting and certification

LANGUAGES

English: Fluent | Spanish: Native