
Patricio Foieri

Unity Developer - C# Developer

Remote · Independent Contractor (U.S. Single-Member LLC)

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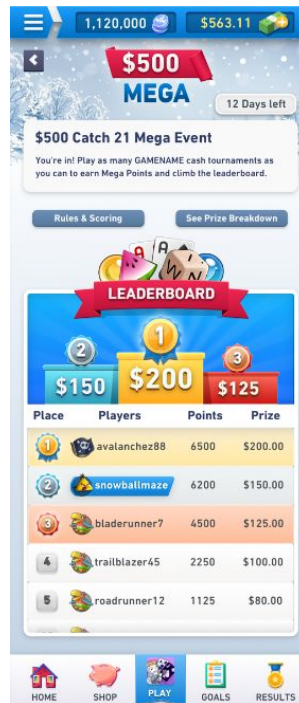


WorldWinner (2019-2026)

Senior Unity Developer

WorldWinner is an online gaming platform for skill-based games where players can compete for cash prizes and rewards in various game categories.

- Development and maintenance of the WorldWinner platform, made in Unity and deployed in Android and iOS devices.
- Native plugin integration with native plugins like Braze, Braintree, AppsFlyer.
- Implementing A/B tests for user interface and user experience (UI/UX) improvements, optimizing player engagement and retention.
- Designed and developed tools to assist Quality Assurance (QA) testers in efficiently identifying and reporting issues, streamlining the testing process.
- Identified and resolved bugs and issues to ensure a smooth and seamless gaming experience for users.



Four Players (2017-2019)

Unity Developer

Four Player is an agency that produce offline and online events, digital marketing and vr experiences .

- Development and design of VR games and VR experiences with Unity and HTC Vive.
- Development of VR Simulators for training.
- Development of Augmented Reality mini-games with Unity and Microsoft Hololens
- Development of Augmented Reality mini-games with Vuforia SDK
- Development of mini games for Android devices.

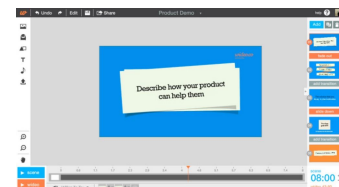
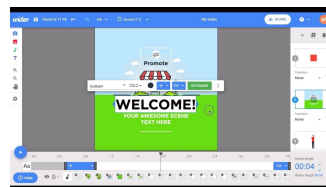


Wideo.Co (2016-2018)

ActionScript / Flex Developer

Wideo is an online animated video creation platform that allows the user to create, edit and share videos for company presentations, explainer videos, product demos, school projects and more.

- Flash Developer of the Wideo Editor platform.
- Development of key features and implementation of new components.
- Refactor and clean up of legacy code.
- Migration of Flash components to Flex components.



GlobalLogic (2015-2016)

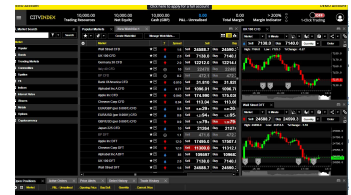
ActionScript / Flex Developer

GlobalLogic is an US-based digital services company providing software product design and development services.

GAIN Capital / City Index

CityIndex is a global spread betting, FX and CFD Trading provider.

- Development of the CityIndex web platform in Adobe Flex.
- Development of Unit Test for different components and flex modules.
- Development of QA tools to ease internal testing and configuration tasks.



Globant (2013-2014)

ActionScript / Flex Developer

Globant is a software engineering and information technology company originally from Argentina with headquarters in Luxembourg.

Bally Technologies

- Frontend Developer for Web Games Development and Asset porting from original slot machines to web game applications. Using Bally's proprietary framework and libraries.

Electronic Arts

- Software Engineer - IGNITE UI. Under non-disclosure agreement.



| PAYTABLE | | | | | |
|--------------|-------------|-----------------------------|-------|-------------|----------------------------|
| Wild | 5 4 3 | €100.00 €50.00 €15.00 | Crown | 5 4 3 | €75.00 €25.00 €15.00 |
| Money Shield | 5 4 3 | €75.00 €25.00 €15.00 | Bell | 5 4 3 | €75.00 €25.00 €10.00 |
| Ace | 5 4 3 | €50.00 €20.00 €10.00 | King | 5 4 3 | €50.00 €20.00 €10.00 |
| Queen | 5 4 3 | €50.00 €15.00 €5.00 | Jack | 5 4 3 | €50.00 €15.00 €5.00 |
| Ten | 5 4 3 | €50.00 €10.00 €5.00 | Nine | 5 4 3 | €50.00 €10.00 €5.00 |
| Bonus | 5 4 3 | €200.00 €80.00 €40.00 | | | |



Flypaper (2011-2012)

ActionScript Developer

Flypaper is the leading Flash Digital Signage Solution that empowers programmers and non-programmers alike to create, edit, share, track and reuse high-impact video content.

- Development Flex and AS3 components that implements third party APIs.
- Development of custom Flex components that support client business model.
- Research and development of Flex components to interact with external hardware like Microsoft Kinect.

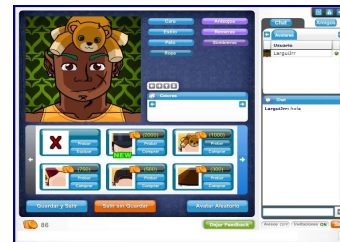
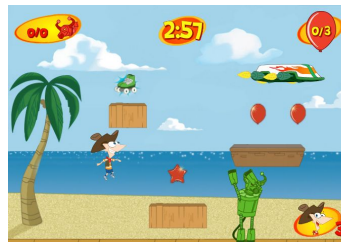


Vertigo (2008-2011)

Co-Founder - CTO - Lead Developer - Game Designer

Vertigo is a social game studio based in Buenos Aires, Argentina, that started creating Advergames for agencies and companies including McDonald, Disney, MTV, Turner, among others, to leverage their own portfolio of social games with microtransactions.

- Design technical game documents of social games and advergames for brands and client characters.
- Design technical game documents of custom social games to expand the company IP portfolio.
- Manage both small development teams and client's side producers to achieve successfully all the product's requirements.
- Provide expertise support and training to developers and designers.
- Evaluate and identify appropriate technology platforms for delivering the company's services.
- Develop of custom company sets of libraries and framework to improve code maintenance and delivery.
- Assist and supervise recruitment and training of developers.



Three Melons (2005-2008)

Shockwave Developer / ActionScript Flash Developer

Three Melons is a game studio based in Buenos Aires, Argentina, that started creating Web games for companies like LEGO, Disney, Warner Bros, Disney, Mattel, Audi, MTV, Discovery Networks, among others. Acquired in 2010 by Playdom, a Disney's social game studio.

- Develop and design 3D games in Shockwave (Lingo) using Havok Physics.
- Develop and design 2D games in Flash ActionScript 2 and 3.

