

Marc Gonzalez Estrada

GAME DEVELOPER

Unity/C# game developer with 4 years of experience in mobile live games at Rovio (Angry Birds Dream Blast) and console porting at Petoons Studio. Shipped titles on Switch, PlayStation, Xbox and PC, working on gameplay, UI and live-event features, with a strong interest in game AI.

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WORK EXPERIENCE

ROVIO — *2023 - 2025*

Client Developer - Angry Birds Dream Blast

- Developed and implemented new features, especially live events with new mechanics, UI and gameplay features, using C# and Unity.
- Worked closely with server-side developers to ensure seamless communication between the client and backend.
- Implemented A/B testing and feature flags to evaluate new content and features, using data to inform development decisions.
- Refactored legacy code to improve maintainability, scalability and overall code quality.

PETOONS STUDIO — *2022 - 2023*

Game Developer - Gameplay Programmer

- Gameplay programming on Peppa Pig World Adventures, Bratz: Flaunt Your Fashion and Curse of the Sea Rats.

Porting - Game and Tools Programmer

- Ported the games above and two NDA projects to Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One, Xbox Series, Steam, Epic and GOG.
- Improved the studio engine and framework; optimizing, profiling and debugging.
- Researched and implemented porting to new platforms, and wrote documentation.
- Helped junior programmers with porting.

eXiT RESEARCH GROUP — *2019 - 2021*

Software Engineer

- Applied AI to healthcare (C++ / Python): case-based reasoning, machine learning and data mining.
- Behaviour trees, web development, testing and debugging.

INDEPENDENT PROJECTS

INDIE GAME PROJECTS — *2026*

- Developed games in Unity/C# with a small team and pitched them to publishers.
- Level design, plus asset management and on-demand loading with Unity Addressables.

EDUCATION

DEGREE IN DESIGN AND DEVELOPMENT OF VIDEOGAMES (GDDV) — *2015 - 2020*

Universitat de Girona

FINAL DEGREE PROJECT (TFG) - WINDOWSILL — *2026*

Universitat de Girona

- Win32 transparent windowing (P/Invoke, DWM) with pixel-perfect click detection.
- ScriptableObject-driven data architecture with a Service Locator / GameManager pattern and modular managers.

SKILLS

- Unity, C#
- Game UI development
- Unreal, C++, Python
- Console porting: Switch, PS, Xbox
- Profiling and optimization
- Live ops: A/B tests, feature flags
- Game AI, behaviour trees
- 3D modeling (Blender)
- Git, SVN, Jira, Agile

LANGUAGES AND OTHER

- Catalan
- Spanish
- English
- Driving licence B