HJUPTER CERRUD

SENIOR / LEAD UNITY ENGINEER | REAL-TIME MULTIPLAYER SYSTEMS | GAME SERVER ARCHITECTURE

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Senior Unity engineer and technical lead with 19 years of experience in multiplayer systems, game server architecture, and gameplay programming. Currently own technical direction and server architecture for a live real-money platform running 10 titles, where latency, fairness, and uptime are non-negotiable. Proven track record shipping polished, high-performance products in Unity across mobile, WebGL, and PC, accelerated by modern AI-assisted engineering workflows.

8,000+ real-money matches daily – Wagr · **25M+ downloads** – Border Patrol · **220K+ games/month** across 10 titles · **60% faster iOS deploys** – CI/CD

TECHNICAL SKILLS

Leadership: Technical Direction | Architecture Ownership | Code Review & Mentoring | Roadmap & Prioritization | Cross-functional Coordination

Networking: FishNet | Mirror | Photon (PUN, Fusion, Quantum) | Client-side Prediction & Reconciliation | Server-authoritative Design | Matchmaking

Backend & Infra: Edgegap | Dedicated Game Servers | PlayFab | brainCloud | Beamable | LootLocker | GitHub Actions | CI/CD & Release Pipelines | Sentry | Crashlytics | Admin Dashboards & Internal Tooling

Platforms: iOS | Android | WebGL | PC (Steam) | Dedicated Linux Servers

Tools: Unity | Rider | Xcode | Git | WebStorm | Addressables | Unity Analytics | Unity Cloud Build | Jira | Linear

Languages: C# | Python | JavaScript | TypeScript | Objective C

AI-Assisted Development: Claude / Claude Code | Codex – implementation, debugging, code review, refactoring, technical research, tooling, workflow automation, and rapid prototyping; integrated with GitHub CI

PROFESSIONAL EXPERIENCE

Lead Game Engineer, Wagr — Apr 2025 - Present

- Technical owner of all gameplay systems and game server architecture across a 10-title real-money portfolio; set technical direction and coordinated work across backend, Unity client, and matchmaking.
- Architected server-authoritative real-time PvP handling 8,000+ matches daily with cash prizes at stake – the client never decides outcomes, eliminating latency exploits and disputes.
- Led the migration of the live catalog from Mirror to FishNet, moving every title onto client-side prediction and reconciliation.
- Built the studio's entire build, deploy, and release infrastructure: web, iOS, and Edgegap dedicated server pipelines.
- Integrated matchmaking, wagering, and LiveOps backend services; hardened releases with observability and profiling, and cut infrastructure spend by right-sizing monitoring tiers.
- Leverage AI-assisted development for implementation, debugging, code review, refactoring, and internal tooling in production.
- Shipped PocketPool, Mini Golf, Snow Down, Knock Soccer, Triple Jack, Battle Bucks, Kick Clash and more – this game line generated the majority of platform revenue.

Senior Unity Engineer, Metatope (MTGames) — 2025

- Built multiplayer web games on a live platform; owned UI architecture and gameplay systems across multiple titles.
- Set up server orchestration for the platform's dedicated game servers.

Senior Software Engineer, Eternal Radio — Aug 2022 - Mar 2025

- Designed and implemented scalable multiplayer systems using Photon Fusion.
- Reduced iOS build deployment time by 60% through CI/CD automation.
- Reviewed and mentored team code contributions to uphold development standards.
- Developed and maintained live game features, stress-tested systems, and optimized performance.

Senior Unity Engineer, Five Bits — Jan 2020 - Aug 2022

- Led development of multiple Hyper-Casual games from prototype to release.
- Built and optimized "Border Patrol," surpassing 25M downloads.
- Integrated monetization SDKs and analytics for iOS and Android.

Senior Unity Engineer, Music Powered Games — Aug 2015 - Oct 2021

- Architected core systems for Shady Wars, a rhythm-based game featuring Eminem.
- Worked on Playable Ads using Pixi and Luna.

Unity Asset Publisher & Indie Developer — Feb 2013 - Present

- Released commercial Unity tools including State Machine and Photon integrations.
- Shipped indie multiplayer titles including Braverz (Steam), Infested Land (Google Play), and Ninja PvP.

PROJECTS

PocketPool - Real-money multiplayer mobile pool game (Wagr).

Border Patrol - Hyper-casual mobile game with 25M+ downloads.

Braverz - Co-op multiplayer MOBA published on Steam.

Eternal Siege - Browser-based multiplayer zombie survival game with 150K registered players.

EDUCATION & RECOMMENDATION

Bachelor of Science - Instituto America (2003) · **Unity Certified Developer** (2016-2018) · English (Fluent), Spanish (Native) · Open to relocation

"Hjupter is not only a rockstar game developer, but an incredible leader within a tight-knit team. His passion, humility, and drive made him a daily inspiration to work with." – **Reggie James, CEO, Eternal**