HJUPTER CERRUD
SENIOR UNITY ENGINEER | MULTIPLAYER SYSTEMS | TOOLS DEVELOPER

Panama City, Panama | hjupter@gmail.com | +50763721413 | Linkedin | hjupterc.com

Accomplished Senior Game Engineer with 19 years of experience in gameplay programming, multiplayer systems, UI/UX, and game AI. Proven track record delivering polished, high-performance features in Unity across mobile, WebGL, and PC. Strong problem solver and team player focused on clean architecture, responsive design, and shipping quality games.

TECHNICAL SKILLS

Tools: Unity | Rider | Xcode | Git | WebStorm | Addressables | Photon Fusion | PlayFab | Beamable | LootLocker | Sentry | Crashlytics | Unity Analytics | Unity Cloud Build | GitHub Actions

Expertise: Gameplay Development | Multiplayer Networking | Game AI | UI/UX Design | Tools & Systems Development | Performance Optimization | CI/CD Pipelines | LiveOps & Backend Integration | Cross-platform Development | Object-Oriented Design | SDK Integration | Observability & Debugging | Client-Server Architecture | Interactive Experiences

Soft Skills: Problem Solving | Team Collaboration | Code Review and Mentorship | Communication | Rapid Prototyping | Attention to Detail | Self-Motivation | Adaptability | Project Ownership | Continuous Learning

Development Practices: Clean Code | SOLID | DRY | KISS | YAGNI

Project Management: Agile | SCRUM | Linear | Jira | Asana | Trello

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

PROFESSIONAL EXPERIENCE

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.
- Developed and maintained live game features, stress-tested systems, and optimized performance.
- Introduced visual polish across UI/UX, improving user feedback and engagement.
- Reviewed and mentored team code contributions to uphold development standards.

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 20MM downloads.
- Integrated monetization SDKs and analytics for iOS and Android.
- Collaborated with artists and designers to refine gameplay and retention.

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
- Developed several mini-games and implemented 3rd-party SDKs and services.

Unity Asset Publisher & Indie Developer   **Feb 2013 - Present**
- Released commercial Unity tools including State Machine and Photon integrations.
- Developed indie multiplayer titles such as Braverz and Ninja PVP using Unity.

PROJECTS

Eternal Siege - Browser-based multiplayer survival game with wave-based zombie combat.
Border Patrol - Hyper-casual mobile game with 20M+ downloads.

EDUCATION

Bachelor of Science - Instituto America (2003)

ADDITIONAL INFORMATION

Languages: English (Fluent), Spanish (Native).
Certifications: Unity Certified Developer (2016-2018).

RECOMMENDATIONS

Reggie James, CEO, Eternal
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.

Jerome Despret, VP of Engineering, Eternal
Hjupter is a talented Unity engineer highly self-driven, incredibly fast, and deeply committed to quality. He rapidly turned ideas into polished features and was key to our early momentum.