

Marisol Quintero

Senior Game Developer — Mexico City

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About

9 years building mobile games and game backends. Unity, C#, with some Go for matchmaking services. Looking for a change of scenery and a shot at non-game backend work.

Experience

Lead Game Developer — Foxglove Studios

2020 – present

- Mobile RPG with 4M MAU. Owned matchmaking and leaderboard services in **Go**.
- Some **PostgreSQL** for player profiles; primary store is DynamoDB.
- Ran a weekly on-call but for non-financial systems — outages cost engagement, not money.
- Mentored 3 junior engineers on backend fundamentals.

Game Developer — Cinderbloom Games

2016 – 2020

- Unity / C# gameplay programming on three mobile titles.
- Shipped an internal tool for level-balancing in Python.

Education

B.Sc. Computer Science, ITAM (Instituto Tecnológico Autónomo de México), 2016.

Skills

Unity, C#, Go (matchmaking), PostgreSQL, AWS GameLift, DynamoDB. Spanish (native), English (fluent).

Interests

Climbing, generative art, fermentation.