



# Jorge Fernández Sánchez

.NET & Unity Developer

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## EDUCATION

### Universidad Nebrija

Master's Degree in Teacher Training  
 Academic average (scale 0-10): 9.51  
 October 2024 - July 2025

### Universitat Jaume I

Bachelor's Degree in Video Game Design and Development  
 Academic average (scale 0-10): 8.92  
 September 2016 - June 2020

## AWARDS

### Academic Excellence

Generalitat Valenciana  
[Link](#)

### Top of Class

Universitat Jaume I

## LANGUAGES

### Spanish

Native

### English

Full professional working proficiency:  
 Cambridge First Certificate in English (B2).

## CERTIFICATIONS

### Intro to SQL

Kaggle  
[Link](#)

### Advanced SQL

Kaggle  
[Link](#)

### Introduction to Cybersecurity

Cisco  
[Link](#)

### Advanced Cybersecurity

Aprende  
[Link](#)

### Foundational C# with Microsoft

freeCodeCamp & Microsoft  
[Link](#)

Software Developer with 5 years of experience building scalable, cross-platform applications using C#, .NET and Unity. Solid foundation in software architecture, back-end logic, and development workflows, with real-world experience delivering production-ready software through the successful commercial release of two projects and the current maintenance of one more.

## PROFESSIONAL EXPERIENCE

### MetaEnlace

Senior .NET Developer

August 2025 - Present

Remote

- Developed and maintained a hospital management application with .NET (WinForms, Visual Studio), ensuring reliability and scalability for private healthcare environments.
- Optimized SQL Server stored procedures (T-SQL) to improve data integrity, system performance and reporting accuracy.
- Streamlined delivery through Azure DevOps CI/CD and a customized GitFlow workflow, enhancing collaboration and deployment efficiency across the team.

### Super Mega Team

.NET & Unity Developer

July 2022 - December 2024

Remote

- Developed Unity client and supported server integration (TypeScript, .NET API, WebSocket, AccelByte) across the full application lifecycle, enabling secure real-time interactions.
- Delivered responsive UI/UX with Unity UI Toolkit and reduced iteration time through a CSV-driven dialogue system that empowered narrative teams.
- Coordinated daily with US stakeholders to align development milestones with product expectations.

### Super Mega Team

Junior .NET & Unity Developer

June 2020 - July 2022

Remote

- Contributed to full game production with Unity and C# from concept to commercial launch, collaborating with artists, designers, QA, and other teams.
- Developed enemy AI using Finite State Machines and Behavior Trees, and built a scalable JSON-based save system with .NET libraries, enabling encrypted cloud persistence and rapid data-driven iteration.
- Implemented multilingual support and accessibility features such as auto-aim, improving UX and expanding player reach.

### Mind Trips

Intern .NET & Unity Developer

February 2020 - May 2020

Valencia

- Developed VR Escape Room experiences (Unity, C#) with adaptive difficulty, boosting immersion and engagement.
- Built a .NET & Unity digital signature solution with local retrieval, touchscreen signing, and secure PDF storage, streamlining workflows.

## TECH STACK

### Languages:

C#, TypeScript, JavaScript, SQL, Python, Java, HTML, CSS

### Frameworks & Tools

Unity, .NET Core, ASP.NET, WinForms, SQL Server

### Project Management Tools

Azure Dev Ops, Notion, Trello, Jira, Redmine

### Dev Tools:

Git, VS Code, Visual Studio