

# Sergio Prada

## Senior Software Engineer @ Unity Technologies — Engine Support

Montreal, Canada · [sergioeprada@hotmail.com](mailto:sergioeprada@hotmail.com)

Senior Software Engineer with 9+ years building and supporting real-time 3D software: game engine internals, simulators, VR, and multi-platform applications. Deep expertise in Unity engine architecture, C++ and C#, performance profiling and optimization, memory management, and build pipelines / CI-CD. Trusted technical escalation point for Unity's largest game studios and enterprise customers worldwide, with fixes contributed directly to the Unity engine source and credits in shipped AAA titles.

[GitHub](#) · [LinkedIn](#) · [X \(Twitter\)](#)

## Experience

### Senior Software Engineer, Engine Support — Unity Technologies

Dec 2020 – Present · Montreal, Canada (relocated by Unity from Colombia)

Expert-level technical support for Unity engine core systems, serving game studios and enterprise clients across industries.

- Resolved 700+ support cases in five years — 85% at escalation priority, primarily for enterprise and premium customers — across engine subsystems including scripting, asset & scene management, build pipeline, IL2CPP, and ECS, on desktop and mobile platforms.
- Filed and reproduced 70+ engine bug reports from customer projects, feeding verified fixes back into Unity releases.
- Contribute C++ and C# fixes directly to the Unity engine source, including a GPU memory-leak fix in the Profiler, Asset Database GUID-search tooling, and configurable worker-thread counts for containerized CI environments.
- Root-caused an eight-year-old engine race condition (ARM instruction reordering) that froze roughly 1.2 million sessions per month for a top-grossing mobile title — engine fix landed eight weeks after the first report.
- Delivered an emergency workaround and fast engine patch for a AAA studio's launch-blocking crash in a containerized build environment, days before their soft launch.
- Selected as Named Support Engineer for two of the world's top-grossing mobile game studios, serving as the technical bridge between customers and engine R&D.
- Represented the Engine Support team in customer meetings at GDC 2025.

- Promoted twice (Junior → Mid-level → Senior) while consistently ranking among the top-performing support engineers and maintaining high customer-satisfaction ratings.
- Credited in shipped titles Cities: Skylines II and V Rising for Unity engine and console support.
- Author knowledge-base articles and internal documentation that improve team efficiency and case resolution times.

C++

C#

Unity Engine

IL2CPP

Profiling

Build Systems

Docker

CI/CD

Git

## Software Developer — CESA (Colegio de Estudios Superiores de Administración)

Jul 2020 – Oct 2020 · Bogotá, Colombia

- Designed and developed a gamified desktop application to boost employee engagement and organizational culture, with interactive challenges, achievement systems, and social features.

Unity3D

C#

## Unity Developer — Toro-Labs

May 2019 – Aug 2020 · Colombia

- Developed six cross-platform virtual laboratories for CloudLabs — interactive STEM simulations used by educational institutions and industry partners for hands-on training.
- Implemented realistic physics and accurate scientific/industrial process visualization; optimized performance across web, desktop, and mobile targets.

Unity3D

C#

WebGL

Mobile

## Software Engineer — M&S Holding Group

Oct 2017 – Mar 2020 · Colombia

- Core developer on TractorSim®, an agricultural machinery training simulator: vehicle dynamics and physics, custom input systems, D-Box motion platform integration, SQL databases, graphics, and course design.
- Built two versions of CAS (Campaign Artillery Simulator), a military training platform integrating VBS3 and Unity; collaborated with domain experts to ensure accurate equipment and tactical simulation.

Unity3D

C#

VBS3

SQL

Physics Simulation

## XR Developer — 3dementes

Aug 2017 – Feb 2018 · Colombia

- Developed immersive VR brand-activation experiences for major Colombian brands including Bimbo, Homecenter, and Avianca.
- Created interactive architectural visualizations in Unreal Engine with realistic rendering and user navigation.

Unity3D

Unreal Engine

VR

C#

## Education & Certifications

### C++ Nanodegree

Udacity · Jan 2024 – Jul 2024

Modern C++: memory management, OOP, concurrency, and system design. Projects included an A\* route planner, a Linux process monitor, a multithreaded traffic simulation, and a memory-managed chatbot.

### CSE167x: Computer Graphics

edX — UC San Diego · Jan 2023 – Mar 2023

3D transformations, viewing/projection, shading, and rendering, implemented in C++ and OpenGL.

### Data Analytics Bootcamp (full-time)

Ironhack · Oct 2020 – Dec 2020

Awarded "The Sims & Ironhack" competitive scholarship. Python, SQL, Tableau/Power BI, statistical analysis, and applied machine learning.

### Game Development & Entrepreneurship — ELAP Scholarship

University of Ontario Institute of Technology · Jan 2017 – Apr 2017

Emerging Leaders in the Americas Program scholarship. Capstone: a cardiac-auscultation VR training app for medical students (Unity3D, mobile VR).

## Unity Certified Developer

Unity Technologies · Nov 2016 – Jan 2017

Government-sponsored professional certification covering scripting, UI, physics, animation, asset management, and cross-platform deployment.

## Multimedia Engineering (BSc)

Universidad Militar Nueva Granada · 2012 – 2017

Computer science, digital media, and interactive technologies, with project-based, interdisciplinary work.

## Skills

- Unity Engine & Editor internals
- C# / .NET
- Modern C++
- Performance profiling & optimization
- Memory management & crash analysis
- Build pipeline & IL2CPP
- Docker & containerized builds
- CI/CD & automation
- Git & code review
- VR/XR development
- Computer graphics (OpenGL)
- Data analytics (Python)

## Languages

- Spanish — Native
- English — Full professional proficiency
- French — Learning