Dante Gaibor

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OBJECTIVE

Technical Game Designer & Systems Engineer specialized in scalable mobile content via AI-assisted workflows and procedural generation. Expert in bridging C# logic with immersive gameplay for high-speed production. Proven success developing AR/VR modular systems that optimize pipelines and drive player retention in fast-paced environments.

EDUCATION

Catholic University of Cuenca | Cuenca, Ecuador

Bachelor of Science in Virtual Reality and Video Game Engineering **2026**

Thesis: Narrative and Level Design for an Educational Rogue-like Project Focused on Child Retention in Cultural Centers.

TECHNICAL SKILLS

Programming & Scripting: C#, Visual Studio

Game & XR Development: Unity (URP/HDRP), Vuforia,

Version Control & Project Management: Git, GitHub, GitLab, Notion, Figma, Excel, Docs

PROFESSIONAL EXPERIENCE

Uroboro C.L. - *Cuenca, EC*

XR Developer **Feb 2025**

- Boosted youth engagement with classic literature, I architected an AR room in Unity using Vuforia. By optimizing C# spatial tracking algorithms, I achieved 60 FPS on mid-range mobile devices.
- Developed a custom AR stencil shader. This seamlessly managed depth illusions, delivering a captivating entrance portal without compromising strict mobile performance budgets.
- Translated a complex psychological theme into spatial gameplay, I directed the environment design using strategic 3D asset placement. This environmental storytelling successfully guided player attention, creating an immersive narrative space.
- Implemented a C# raycasting interaction system linking 3D objects to audio excerpts. This gameplay loop successfully transformed passive listeners into active, engaged literary explorers.

Centro de Investigación, Innovación y Transferencia de Tecnología– XR Lab - *Cuenca, EC*

XR Developer **Oct 2025**

- Improved anatomical learning for university students, I developed the modular BodyUC platform using Unity and Vuforia. This AR solution successfully enabled real-time, interactive 3D visualization of complex human organs.
- Integrated LLM-assisted "vibe coding" workflows to rapidly prototype C# scripts. This innovative approach significantly reduced development cycles for implementing core interactive anatomical simulation features.
- Guaranteed cohesive application aesthetics, I established constant communication loops with 3D modelers and UI designers. This cross-functional collaboration ensured seamless anatomical asset integration alongside highly intuitive spatial user interfaces.

RELATED PROJECTS

Qhapaq Ñan: The Chasqui's Path | Lead, Level & Narrative Designer

- Taught history in cultural centers by leding the development of an educational Rogue-like. By implementing procedural generation systems, I successfully delivered an engaging, interactive gameplay experience for young visitors.
- Architected a modular, narrative-driven level framework. This allowed visitors to explore diverse historical outcomes per session, successfully increasing the project's overall replayability by 40%.

Hexagonal Grid Procedural Generation | Researcher

- Researched and implemented a procedural generation system on hexagonal grids. Utilizing modular geometry, this successfully streamlined the complex environment production pipeline.
- Developed custom mathematical algorithms to ensure structural consistency in tiling. This successfully reduced manual level design time for complex, highly modular game environments.

Multiplayer Puzzle Project | Global Game Jam (Game & Narrative Designer)

- Designed a narrative co-op puzzle game. By aligning asymmetrical mechanics for Don Quixote and Sancho Panza, I successfully ensured highly intuitive player cooperation.
- Prototyped and iterated on core gameplay loops. This agile development process successfully yielded a balanced, functional prototype recognized for its creative puzzle-solving mechanics.