

AUDOMARO DURÁN BAUTISTA

SENIOR GAME DEVELOPER

With nearly **8 years of experience** designing and delivering virtual experiences, I have developed strong leadership in managing projects using cutting-edge engines such as Unity and Unreal Engine. My expertise includes **building comprehensive ecosystems for simulation, architectural visualization, fashion, and gaming**, with hands-on experience across PC, Android, iOS, and VR platforms.

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PROFESSIONAL EXPERIENCE

VR Game Developer / Project Manager

Ai27 | Ciudad de México – Remote

November 2023 – Present

Skills: Project Management, Data Scraping, Web Automation, AWS EC2, Cloud Infrastructure, Virtual Reality (VR), Meta Quest, Unreal Engine.

- Led the development and deployment of a VR application on the Meta Store, designed for internal training and marketing initiatives.
- Designed and implemented interactive VR features to demonstrate product capabilities and enhance user training experiences.
- Conducted performance optimization for VR environments, ensuring seamless operation on Meta Quest and compatible platforms.

Lead Unreal Engine Programmer

AiLifeHuman | Las Palmas, ESPAÑA – Remote

April 2022 – February 2023

Skills: Technical Leadership, Unreal Engine, Real-Time Simulation, Architectural Visualization, AWS, EC2, WebRTC, C++

- Led the integration of real-time architectural simulation technologies using Unreal Engine, focused on delivering immersive experiences for fashion runways and virtual environments.
- Served as Tech Lead for Unreal Engine projects, overseeing technical implementation and coordinating with multidisciplinary teams to ensure high-quality, visually engaging, and interactive deliverables.
- Played a key role in designing and implementing cloud service architecture on AWS, provisioning EC2 instances and establishing the infrastructure for WebRTC-based streaming of architectural walkthroughs, ensuring low latency and broad browser accessibility.

Technical Lead – Unreal Engine & Simulation Systems

VIRTEC | Ciudad Madero, Tamaulipas - Hybrid

November 2019 – November 2023

Skills: Technical Leadership, Deployment & Delivery, Team Coordination, Code Standards, Asset Integration, Streaming & Replication

- Led the architecture and development of real-time simulation systems using Unreal Engine, including multiplayer replication for instructor control.
- Designed complete technical workflows connecting 3D artists, programmers, and designers establishing asset pipelines, tooling standards, and modular systems to ensure smooth asset integration, performance, and maintainability.
- Managed end-to-end delivery of simulation platforms to enterprise clients, code reviews, infrastructure planning, and coordinating with multidisciplinary teams to meet deadlines and control project costs.

KEY PROJECTS

AI, Cloud Streaming & Game Development

Skills: Conversational AI, Metahumans, OpenAI, ElevenLabs, Facial Animation, NVIDIA ACE, Virtual Assistants, Real-Time Interaction.

- Developed intelligent avatar systems integrating LLMs (ChatGPT, Gemini, DeepSeek) with real-time voice interaction using TTS/STT engines (e.g., ElevenLabs), facial motion replication via NVIDIA ACE, and high-fidelity Metahuman animation to create lifelike digital agents for immersive simulations and interactive experiences.
- Designed and deployed scalable AWS-based infrastructure to stream GPU-intensive applications on demand, enabling real-time access from mobile and desktop devices to high-fidelity simulations without requiring local high-end hardware.
- Delivered game development solutions for clients including gameplay systems using GAS, modular Game Feature plugins for scalable content addition, and data-driven mechanics for sports titles and game remakes, implementing custom pipelines and tools tailored for evolving Unreal workflows.

CORE SKILLS & TECHNOLOGIES

Lenguajes y Tecnologías

- ***Unreal Engine:*** *C++, Blueprints, Gameplay Ability System (GAS), Multiplayer Systems (Replication, RPCs, Sessions), Modular Game Features, Chaos Physics, Slate & UMG (UI), Animation Systems, State Machines.*

  Unity (C#): *Component-based architecture, custom tooling*

- ***3D Tools & Content Creation:*** *Blender, Substance Painter, 3ds Max, Photoshop.*

- ***Cloud & DevOps:*** *AWS (EC2, S3, Lambda), GitHub Actions, Perforce, Docker.*

Soft Skills

Technical leadership, systems thinking, cross-functional collaboration, problem-solving, ownership.

LANGUAGES

Spanish: *Native.*

English: *Advanced – Technical and conversational proficiency.*

EDUCATION

M.Sc. in Electronic Engineering

Centro Nacional de Investigación y Desarrollo Tecnológico (CENIDET) – Cuernavaca, Morelos, Mexico

B.Sc. in Mechatronics Engineering

Universidad Tecnológica de Altamira – Altamira, Tamaulipas, Mexico

Leaders in Innovation Fellowship (LIF Global 2025)

Royal Academy of Engineering – London, United Kingdom