

Diego Batiz

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Summary

Versatile Gameplay and UI Programmer with strong C++ and C# fundamentals, commercial Unity experience, and a solid foundation in custom game engine design and subsystem architecture. Proven track record of architecting modular C++ and C# systems, optimizing runtime performance and memory usage, and engineering scalable tools that accelerate designer workflows. Adaptable across custom engine pipelines, graphics/GPU programming, and real-time networking, with a focus on delivering robust, performant, and maintainable software in collaborative pipeline environments. .

Technical Skills

Programming Languages: C#, C++, C, HLSL, GLSL

Game Engines and Tools: Unity, Unreal Engine, Git, Visual Studio, Maya, Photoshop, Trello

Core Competencies: Data Structures & Algorithms, OOP, Performance Optimization, UI Engineering, Network Communication

Professional Experience

Troop Sushi

Gameplay Programmer

Vancouver, BC

December 2024 – Current

- Architected modular, event-driven enemy AI systems, adhering to robust OOP design patterns to ensure modular and expandable codebases
- Engineered core gameplay features and game systems for a commercial project that successfully raised \$130,000 CAD via Kickstarter.
- Collaborated with cross-functional team members to break down tasks into clear schedules, maintain clear technical documentation, and streamline new developer onboarding.

eXomorph Games

Volunteer Unity Developer

Vancouver, BC

May 2026 – Current

- Implement performant gameplay features and interaction mechanics in Unity for both VR and flatscreen platforms.
- Track down, reproduce, and fix complex logic errors and edge-case state machine bugs across gameplay systems using step-through debugging and diagnostic logging.

Projects

Limbs (Unity/C#)

July 2023 – Current

- Contributed to the development of a platform fighting game in Unity that has both online and local support, collaborating in a team of 7 towards a scheduled release
- Engineered the core game logic, user interface, and real time network communication systems
- Designed and developed innovative automation solutions to streamline testing efficiency and reduce game designers' workload on weapon properties by approximately 90%
- Led a team of 4 programmers, delegating tasks, mentoring new developers, and ensuring code quality

Education

Bachelor of Science – Game Programming | LaSalle College Vancouver, Vancouver BC

Graduation Date: December 2024

Relevant Coursework: Data Structures & Algorithms, Programming in C++, Real Time GPU Programming, AI Programming, Concurrency and Parallel Programming

Cumulative GPA: 3.85 | Dean's Honor Roll | Outstanding Achievement Award