



Andrés Moreno Quijada

XR / Game Developer

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XR developer aiming to create next-generation user experiences. Leverages client and server knowledge plus Unity and networked XR development to improve project speed and quality.

Experience

Game Development Trainee - Drakhar Studio

Mar 2016 - Jun 2016

- Internship at a Spain-based game studio

Game Developer - Abbys Interactive

Mar 2016 - Aug 2018

- Game development at a Spanish studio

XR Developer - DLAB

Aug 2016 - Jun 2018

- Built applications and XR experiences

XR Developer - Freelance

Apr 2018 - Jun 2018

- Independent XR projects

Debugger - Q Ace / Ubisoft QA

Mar 2019 - Aug 2019

- (Japan) QA testing including a one-month dispatch to Ubisoft

Game Developer - sinProject

Sep 2019 - Mar 2020

- Game development in Japan

CEO & Game Developer - Yanoga Studio

Mar 2021 - Dec 2024

- Studio management and game development

Unity Full-stack Developer - MotherComputer

Dec 2023 - Present

- Unity and full-stack development in Japan
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Skills

- Unity & C# developer for XR (AR/VR/MR) with Photon Fusion and FMOD integration
 - Photo and video editing using Affinity Suite, Apple Motion, LumaFusion, and DaVinci Resolve
 - Vector illustration and layout with Affinity Designer & Publisher, plus Procreate sketching
 - Audio design in FMOD: event creation, mixing, CPU/RTPC profiling
 - Home-grown CI/CD: Docker, k3s clusters on Synology NAS, secured via Cloudflare Tunnels and DNS-01 SSL
 - LevelPlay ads mediation and analytics for iOS and Android titles
 - REST APIs in PHP & Node, deployed serverlessly on Google Cloud Functions and Firebase
 - OCR-driven invoice automation and Python/Bash scripts for backups and ETL pipelines
 - Modular WooCommerce store powered by skills.json with flexible shipping logic
 - Trilingual localisation (ES / EN / JP) and remote multicultural team coordination
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Education

- Bachillerato en Ciencias Tecnológicas, IES La Cabrera (2014)
- 3D Animation, Videogames & VR, Escuela Superior de Imagen y Sonido CES (2016)
- Japanese Language Program, Arc Academy Kyoto (2023)

Projects

- **Original TCG Design** - Designed and balanced a custom trading card game as a hobby project
- **Products DIY** - In addition to TCG project, it provides other useful knowledes about crafting