



Adrián Jaime Pastor

Senior Game Developer

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With hands-on experience founding and scaling an F2P mobile studio, my development approach blends technical expertise in C# and Unity with player-first design to drive engagement and retention on a live game. I lead cross-functional teams through full development cycles, from concept to delivery, building gameplay features and core systems as fluently as roadmap and stakeholder management.

Expertise and Skills

Unity & C# Development
Gameplay Features & Core Systems
Technical Production (C#, C++, TypeScript)
Hybrid Monetization Strategy & Data analysis
Cross-Functional Team Leadership
Player Feedback-Driven Iteration
Stakeholder Management & Executive Communication

Platforms and Tools

Engines: Unity, Unreal Engine, Godot
Languages: C#, C++, TypeScript, Python
Creative: Photoshop, Illustrator, Blender
Production: JIRA, Notion, Trello, Miro, ClickUp, Confluence

Education



ENTI Universitat de Barcelona

Degree in Design and Development of Video Games and Serious Games
2017-2021

Professional Experience



Technical Entrepreneur In Residence

Game BCN (Saudi Game Champions)
2024-2026

Mentor early-stage technical founders on production planning and commercial viability using studio-building experience.

- Mentored 37 teams across 2 different cohorts, delivering 50+ training sessions on production, programming and market analysis.
- Coached teams that collectively secured over \$8M in private funding, with 15 of 37 teams reaching investment.



CEO & Co-Founder

Project Legends (Soccer Legends)
2022-2025

Founded and led production of Soccer Legends, a F2P mobile RPG title, from concept through live launch.

- Led a team of 10 across feature pods, developing gameplay and meta features in C# and Unity, owning roadmap, milestones and delivery cadence.
- Managed stakeholder relationships with GFAL presenting milestone progress and feature performance updates to secure continued funding.
- Owned end-to-end hybrid monetization economy, instrumenting and analyzing live player spend, retention, and engagement metrics through A/B testing and player feedback to validate hypotheses and refine game systems.



Project Director

SIGE (nrgAuditor)
2021-2022

Directed scope, deadlines, and design for a five-person team spanning frontend and backend, with hands-on coding contribution in client-facing features.

- Reduced the roadmap by two months through structured prioritization and clearing blockers, delivering on time.
- Contributed to a delivery that led to SIGE securing a 4-year contract extension with Ajuntament de Barcelona.