

MAURO JUAREZ ARIÑO

SENIOR GAME DEVELOPER / TECH LEAD

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PROJECTS

TERATOPIA

Ravegan

DUNGEON GUNFIGHT

Stormward Studios

GUARDIANS OF ORION (PHASE 2)

Dankie

GRIEFVILLE x CHUCKY

RocketRide x ON3D x Roblox Game Fund x Universal

DORFS

Ravegan

FRONTLINES VERSUS

MAXIMILLIAN x Roblox Game Fund

ESCAPE ANIMATRONICS SCHOOL

Stormward Studios

KOVAAK 2.0: THE META

The Meta x Ravegan

DEADLY ESCAPE

Stormward Studios

LOOTLAND

Nitro Games x Ravegan

HEROES OF WARLAND

Nitro Games x Ravegan

BINAMON

Starloop

SKILLS

- UNITY / C#
- UNREAL ENGINE / C++
- ROBLOX / LUAU
- GAMEPLAY & AI PROGRAMMING
- MULTIPLAYER & NETCODE
- LIVE OPERATIONS
- CROSS-PLATFORM SHIPPING
- CONSOLE PORTING
- OPTIMIZATION & PROFILING
- SOFTWARE ARCHITECTURE
- CI/CD PIPELINES
- AI WORKFLOWS & TOOLING
- TECHNICAL LEADERSHIP

EXPERIENCE

Stormward Studios | Tech Lead

Oct 2024 – Present

- Shipped 3 Roblox titles. 19M+ visits across titles.
- Led a small dev team.
- Architected AI-augmented pipelines for faster, more reliable delivery.
- Built AI-driven workflows powering day-to-day development.

MAXIMILLIAN | Consultant

May – Aug 2025

- Technical consultancy and mentoring on FRONTLINES VERSUS, helping the team unblock and ship cross-platform.
- Delivered performance and stability improvements, modular AI systems, quality presets, FTUE, and workflow pipelines.

ON3D | Lead Game Developer

Aug 2022 – Aug 2024

- Shipped GRIEFVILLE x CHUCKY (RocketRide x Roblox Game Fund x Universal).
- Led the dev team to ship branded live games for major IP partners.
- Owned software architecture, code reviews, and CI/CD pipelines.

Starloop | Sr. Game Developer

Jan – Jul 2022

- Shipped BINAMON: 100-player PvP multiplayer demo on Unreal Engine / C++.
- Led junior developers and owned multiplayer architecture.

Dankie | Sr. Game Developer

Mar 2020 – Dec 2021

- Brought GUARDIANS OF ORION (PHASE 2) back online after combined deprecations across Unreal, Steam, and PlayFab.
- Migrated multiplayer from dedicated servers to player-hosted.
- Owned custom Unreal Engine modifications.
- Shipped new gameplay and AI features.

Ravegan | Lead / Game Developer

Jan 2017 – Mar 2021

- Shipped TERATOPIA across PC, PlayStation, and Xbox.
- Led small teams across different titles HEROES OF WARLAND, LOOTLAND, and DORFS.
- Owned gameplay, AI, shaders, netcode optimization, and software architecture.

PROFILE

Senior Game Developer / Tech Lead. 9+ years shipping games on Unity, Unreal, and Roblox. Multiplayer, LiveOps, and cross-platform titles across mobile, PC, and console. Lead teams, architect AI-augmented pipelines, and ship games that feel right.

LANGUAGES

Spanish (Native) · English (Advanced)