Gonzalo Juncos

Senior Software Developer | Gameplay, Backend & Tools Engineering

Villa Carlos Paz, Córdoba, Argentina | gonzalolog@gmail.com

linkedin.com/in/gonzalo-juncos | github.com/gonzalologorg

Remote (Argentina and international) · Hybrid in Córdoba · Employee or contractor

PROFESSIONAL SUMMARY

Self-taught software developer with professional experience since 2014, specializing in technical leadership, backend architecture, and multiplayer systems. Led teams of 4 programmers, 2 VFX artists, and game-balance contributors. Worked on platforms reaching up to 3,000 concurrent players and 15,000 registered users. Focused on reusable architectures and internal tools that accelerate content delivery while prioritizing performance, maintainability, and user experience.

PROFESSIONAL EXPERIENCE

FSC | Lead Developer / Software Architecture | *2022–2026*

- Led technical development of gameplay systems, backend services, and internal tools; coordinated programming, VFX, and game-balance contributors.
- Designed reusable foundations for abilities, inventories, and animations to support rapid content expansion.
- Built administration tools, UI systems, and content workflows; contributed to UI/UX design from prototypes through implementation.
- Technologies: Lua, C#, JavaScript, SQL/NoSQL, Figma, Photoshop, 3ds Max, and Blender.

Fallout Community (FoC) | Lead Developer / Software Architecture | *2020–2022*

- Designed and developed gameplay systems and backend services for online communities.
- Implemented web systems, integrations, and tools supporting content production and administration.
- Technologies: Lua, JavaScript, TypeScript, Photoshop, 3ds Max, and Blender.

ASAPGaming | Lead Developer / Backend Engineer | *2017–2020*

- Owned technical work across backend services, software architecture, operations, and data analytics.
- Developed a web-service-based logging system to avoid saturating game-server network traffic.
- Worked on scalability, user behavior analysis, and tools for content production teams.
- Technologies: Lua, C#, JavaScript, TypeScript, SQL/NoSQL, and 3D tools.

Freelance | Software & Game Developer | *2014–2017*

- Developed server-side game functionality and Unity applications.
- Built solutions using Lua, C#, JavaScript, and HTML, with supporting work in Photoshop and 3ds Max.

TECHNICAL SKILLS

Lua (15 years; Garry's Mod, Roblox) · C# (7 years; Unity, .NET/.NET Core) · JavaScript/TypeScript (7 years; React, Node.js, Deno, Express, Axios) · MySQL and data technologies (8 years; Redis, Firebase, NoSQL) · REST APIs · Git (GitHub, GitLab, Gitea) · Source Engine, Unity, and VS Code tooling · UI/UX and VFX

PUBLIC PROJECTS

spritecard-edit · luaerror-viewer · VTFeter · GonzoDemo

github.com/gonzalologorg/{spritecard-edit, luaerror-viewer, VTFeter, GonzoDemo}

EDUCATION & LANGUAGES

Completed secondary education · Self-taught programmer · Advanced English (spoken and written) · Basic French (reading/listening comprehension)

Maximum reported scale across platforms worked on; not attributed to a specific employer.