Guillermo Mena Molina

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Software Developer with 4+ years of professional experience, specializing in frontend development with React, JavaScript and TypeScript, and with previous experience in game and interactive application development with Unity.

Also dedicated to independent development of mobile applications with Flutter, now exceeding 350,000 downloads.

PROFESSIONAL EXPERIENCE

Sngular   **Madrid, Spain**
Frontend Developer   July 2024 - Present

- Developed and maintained payment management features for an Inditex back office system using JavaScript and React.
- Built modular and responsive UI components with React and Sass, promoting code reusability, consistent design implementation and optimized rendering performance.
- Implemented testing with Vitest, Testing Library and Cypress to verify code functionality and improve platform reliability.
- Collaborated with backend teams to integrate RESTful APIs, ensuring smooth data flow and robust error handling on the frontend.

Sngular   **Madrid, Spain**
Unity Developer   July 2022 – July 2024

- Main programmer of minigames, touch panels and VR experiences for museums and exhibition spaces.
- Developed custom tools to improve team workflows and reduce repetitive tasks during development.
- Integrated Unity applications with Wordpress CMS, enabling dynamic content updates without generating new builds.
- Conducted performance profiling and testing to meet technical and usability standards.

Freelance   **Madrid, Spain**
Unity Developer   February 2021 – July 2022

- Delivered tailored interactive applications for diverse clients across industries such as art, gaming and educational technology.
- Optimized multiplatform projects (Windows, macOS, Android, iOS), enhancing performance, memory usage and loading times.
- Added multiplayer capabilities with Photon Engine to allow real-time social interactions with avatar-based exploration in 3D environments.
- Provided technical consulting and support to clients post-delivery, including debugging, updates and performance tuning.

EDUCATION

Rey Juan Carlos University   **Madrid, Spain**
Degree in Video Game Development and Design   May 2020

SKILLS

React · JavaScript · HTML · CSS · Sass · Tailwind CSS · Redux · Zustand · Vitest · Jest · Testing Library

Cypress · Git · Vite · Webpack · Jira · Flutter · Dart · Unity · C#