MERCURY LEONARDO FINNEGAN

SENIOR UNITY DEVELOPER

CONTACT

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- 🌐 Portfolio
- Github
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SKILLS

- C#
- Unity
- Git
- AWS (Cognito, S3)
- Augmented Reality
- Python
- Prompting AI for good results
- Googling

EDUCATION

2016 - 2020
AZRIELI COLLEGE OF ENGINEERING

B.Sc., Software Engineering

- Final Project: **AR Motion Matching** - Helping athletes improve technique by using **AR** to scan and feedback user's movement. Project Link.

HOBBIES

- Martial Arts - **Black belt** in Taekwondo
- Writer, Artist
- Creating Games

LANGUAGES

- English (Fluent)
- Hebrew (Fluent)

PROFILE

Over **6 years** of experience **developing games** with **Unity** for both PC and Phones. Strong problem-solving and creative thinking with great interpersonal relations. Proven work experience on a multitude of projects and various frameworks. Great desire to handle complicated technological challenges. High drive for developing new concepts and implementing them. Participated in several **Hackathons** and **Game jams**. Adheres to **clean code** practices and the **SOLID** principles. Mentoring teams in 2022 GameJamPlus.

WORK EXPERIENCE

Oversight-AR
Tech Team Lead   2025 - CURRENT

- **Collaborated** with Product Managers to define and prioritize features.
- **Presented** the product at **international expos.**
- **Coordinated** different teams (Unity, Backend, DevOps).
- Planned short **sprints** and delegated tasks.
- Set **coding standards** and a unified c# style guide.

Senior Software Engineer   2022 - CURRENT

- **Refactored** the project and set current work standards.
- **Addressables**
  - Moved **all 3D models** into the addressables system.
  - Loading and unloading models by **demand**.
  - Slashed peak RAM by **60%**. Cut loading time.
- Developed and maintained a separate Unity product.
- Created **Editor tools** for development and DevOps.
- Used **Netcode For GameObjects** to provide a multiplayer experience.
- **Optimized** the product to run on limited hardware (Hololens 2).
- **Containerized** the product and run in using **Docker**.
- Redesigned UI using the **UIToolkit** and set-up standards for creating new UI.
- Added **Cloud support** for the product.

Freelance Unity Developer (Unity-C#)   2021 - 2022

- **StrikeCo** - A **rhythm game** that receives input from a **mechanical robot arm** that has a tennis ball attached. The game converts any song to beats, represented as tennis balls in-game. The player must hit the real-world tennis ball timed with the song's beat.
- **BoBo Balance** - Developed content for physiotherapy games.

Dungeon-Sim (Unity-C#)   2022

- 3D 3rd Person Action game for the PC. **Led a team** of two developers and two artists to create the game for Totem. Develop a **full game** from design to finished product. Receive **community feedback** and implemented it. **Collaborated** with two Indie games to add special functionality to players who played all of the games.

Eramorph (Unity-C#)   2021 - 2022

- Planned features from **architecture** to development and support.
- **Integrated** 3rd party apps (Instagram, Facebook, Google, Monday) to the product using **GraphQL**. (Python)

Intel Corporation - Student   2019 - 2021