Eduardo Moyrón

Interactive Developer | Game Systems & Interactive Experiences

Mexico City, Mexico | edmoyronc@gmail.com

Portfolio: eduportafolio.wixsite.com/misitio

PROFESSIONAL SUMMARY

Interactive Developer with over 10 years of experience using Unity to design and build game systems, interactive prototypes, and large-scale immersive installations. Co-founder of Coro Digital (2022–Present), where I lead the development of multi-user systems for museums and cultural institutions, integrating software, sensors, projection systems, DMX lighting, and XR technologies. My work is grounded in systems thinking, scalable architecture, and technically-driven execution aligned with strong creative vision.

CORE SKILLS

- Unity (10+ years) – C# scripting, gameplay systems, scene architecture
- Game Systems Design – Mechanics, player controllers, progression loops
- Interactive Installations – Multi-user environments, real-time integration
- XR Development – Mobile AR applications and immersive spatial visualization
- Hardware Integration – Arduino, OSC, DMX lighting, projection blending
- Shader Graph & VFX Graph – Real-time visual systems
- Rapid Prototyping and Iterative Development
- Scalable and Maintainable System Architecture

PROFESSIONAL EXPERIENCE

Coro Digital — Co-Founder & Interactive Developer | Mexico City, Mexico (2022–Present)

- Designed and developed 20+ interactive applications and installations for museums.
- Led full integration of Unity systems with physical sensors, projection, and lighting.
- Developed multi-user simulators and real-time visualization systems.
- Built AR prototypes for art exhibitions using image recognition and spatial 3D visualization.
- Delivered scalable systems optimized for long-term public operation.

SELECTED PROJECTS

- MUNET – Multi-user energy simulator integrating bicycles, sensors, DMX lighting, and real-time projection.
- MUVACA – Development and deployment of 12 interactive applications including timelines, games, multimedia galleries, and wireless-controlled projection systems.
- SOU – Real-time installation controlling 12 LED displays via wireless tablet (OSC).

EDUCATION & RESEARCH

M.Sc. in Digital Games — University of Malta (2019–2021)

- Research in Game Studies and digital reconstruction of the prehispanic game Patolli.
- Studied under Dr. Gordon Calleja, Dr. Stefano Gualeni, and Dr. Daniel Vella.

Game Design Education & Publications

- Author of a 180-page Game Design e-book synthesizing 20+ foundational sources.
- Creator of a complete Game Design course (300+ students enrolled).
- Workshop instructor at the National Center of Arts (LEIVA program, 25 participants).

GAME DEVELOPMENT PRACTICE

- 20+ Unity prototypes across 2D, 3D, puzzle, RPG, action, and exploration genres.
- Transitioned from Legacy systems to newer Input and UI workflows in Unity.
- Experience with Shader Graph, VFX Graph, and modular gameplay architectures.
- Participation in game jams (2020, 2026) developing rapid collaborative prototypes.
- Continuous adaptation to evolving Unity technologies and development pipelines.