

Adriano Valle Hernandez

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SKILLS

Engineering	Unity, C#, Object-Oriented Programming, Gameplay Systems Architecture, Core Systems Development, Multiplayer & Networking, Level Scripting, Dynamic Audio Integration, UI/UX Implementation, Performance Optimization, Build Pipelines & CI/CD, Cross-Platform Deployment, Mobile Development (iOS/Android), Data-Driven Content Systems, AI-Assisted Development, Git & Code Review
Design	Gameplay Systems Design, Level & Encounter Design, Rapid Prototyping, Creative Direction, Narrative & World-building, Game Balancing, Playtest-Driven Iteration, Player-Centric Design
Leadership	Technical Leadership, Cross-Functional Collaboration, Mentorship, Agile Development, Scrum
Languages	English (native), Spanish (native)

EXPERIENCE

Founder & Creative Director — ORC PUNK Dec 2017 — Present

- Founded and lead an indie studio, owning full-cycle development end-to-end — engine systems, gameplay programming, build pipelines, and publishing — across multiple shipped and in-development titles.
- Mentor rotating teams of collaborators (engineers, designers, artists), establishing coding standards, reviewing contributions, and onboarding new contributors to the codebase.
- Designed core gameplay systems and branching world structures with a focus on modularity and reusability; authored internal technical documentation that enables independent implementation by team members.
- Designed and engineered Into the Dark, a tactical rogue-like featuring chess-inspired combat, modular encounter logic, and a data-driven narrative system.
- Shipped Hip-Hop On The Rocks to iOS and Android, owning the full technical pipeline from gameplay implementation through store publishing.

Unity Engineer — Peloton Interactive Aug 2023 — Jul 2025

- Designed and built core systems for Peloton's unreleased next-gen gamified virtual-cycling experience, owning networking logic, avatar customization, and dynamic workout music end-to-end.
- Established foundational systems that supported multiple parallel prototypes, making technical decisions on system boundaries and extensibility that streamlined delivery across engineering, design, and art.
- Defined cross-functional workflows and authored internal documentation adopted by the team, mentoring peers on system usage and feature prototyping best practices.
- Translated design briefs into playable prototypes, proactively contributing gameplay enhancements beyond spec at Game Design's encouragement.
- 1st place, 2024 company-wide Hackathon — served as Designer, Producer, and Engineer, shipping player-feedback mechanics, UI/UX, audio feedback, and animation triggers in a multi-day sprint.

Unity Engineer — Remote Control Technology Feb 2022 — Jun 2023

- Contributed to Peloton's Lanebreak Tread — its first game for Tread hardware — from prototype through launch, meeting safety and platform requirements.
- Co-developed multiple game prototypes in a small, agile team; one concept was greenlit to full production. Refactored core systems to support two game titles within a unified codebase, improving maintainability and scalability.
- Enhanced Lanebreak Bike with accessibility features and gameplay filters to improve the experience across diverse player profiles.
- Named inventor on a US patent for dynamically adjusting exercise-machine difficulty based on in-game progression.

Unity Game Developer — Juncture Media Oct 2016 — Oct 2017

- Core engineer on AvariaVS, a competitive PvP tactical JRPG — owned level-structure systems, camera control logic, and event-driven gameplay triggers end-to-end.
- Partnered directly with the lead writer to design and implement narrative gameplay systems, integrating lore, NPC dialogue, and story-driven mechanics into the core gameplay loop.
- Made key technical decisions on event/scripting architecture that allowed non-engineers to author narrative content without engineering support.

PROJECTS

Into the Dark: Narakan

Unity, C#, Gameplay Systems, Level Design

A tactical rogue-like with chess-inspired combat, modular encounter logic, and narrative world-building.

Hip-Hop On The Rocks

Unity, C#, Mobile Development (iOS/Android), UI Design, Cross-Platform Deployment

Shipped a music-themed trivia game to iOS and Android, overseeing development, UI design, and the full publishing pipeline.

Peloton Lanebreak Tread

Unity, C#, Gameplay Systems, Cross-Platform Deployment, Platform Certification

Contributed to Peloton's first game for Tread hardware from prototype through launch, meeting hardware safety and platform certification requirements, on a unified codebase shared with Lanebreak Bike.

AvariaVS

Unity, C#, Level Scripting, Event Logic, Narrative Systems

Core engineer on a competitive PvP tactical JRPG — level-structure systems, camera and event logic, and narrative gameplay systems built with the writer.

EDUCATION

Bachelor's Degree in Fine and Studio Arts — Pratt Institute	2003
Certificate in Front-End Web Development — General Assembly	2016
Specialization Certificate, Game Design: Art and Concepts — California Institute of the Arts	2016