



Hi. I'm Luis Buelna

Game Developer / Technical Artist

End-to-end production specialist | Prototyping Expert

✉ luis.buelna@demontrail.com

🗣 English (Fluent), Spanish (Native)

📍 Von Buelna 🌐 buelna.demontrail.com

👤 ABOUT ME

Versatile Game Developer with expertise spanning the full production pipeline. I specialize in prototyping, bridging the gap between creative vision and technical implementation, delivering polished interactive experiences from concept to completion.

My multidisciplinary approach combines programming, 3D modeling, UI/UX design, graphic design, fullstack development, audio production, and pipeline development to create cohesive and optimized workflows for game development projects.

🔧 SKILLS & EXPERTISE

<> Programming

🎬 Motion Graphics

📦 3D Modeling & Design

🎵 Music & Audio Production

🗃 UI/UX Design

🔗 Pipeline Development

🎨 Graphic Design

🎮 Game Development

🏢 EXPERIENCE

Chief Information Officer - XR & Business Solutions

2024 - Present

Serve as a strategic technical lead for interactive, XR, and real-time projects across multiple clients. Design and execute VR experiences, interactive applications, and scalable web-based systems. Define architectures and pipelines while overseeing prototyping and delivery with a focus on performance, usability, and feasibility.

CEO / Lead Programmer / Game Developer - Demon Trail

2018 - Present

Founded and led an independent game studio, directing technical strategy, production, and multi-platform delivery. Developed 2D/3D games, building core systems, custom engines, VR prototypes, and full release pipelines. Acted as Technical Artist and full-stack developer while mentoring teams and optimizing in-house tools and workflows.


Senior Technical Artist - SciPlay

2023 - 2025

Worked as a Senior Technical Artist in Unity, specializing in UI-driven features for mobile casino games. Built complex UI prefabs, animations, particle effects, and reusable systems optimized for multiple resolutions. Collaborated with art, design, and engineering teams to deliver scalable, high-quality LiveOps content.

PORTFOLIO & PROJECTS

A selection of games, prototypes, and interactive projects showcasing my technical and creative capabilities.




Screamer Streamers

3D PC

Complete game development including a custom engine with camera, physics, real-time loading, shaders, and Blender tools.

[Video](#)

[Website](#)




Hire N Wire

2D Android / iOS

Coded gameplay systems, ads/IAP, UI, shop, save system, menus, and created support 2D assets.

[Video](#)

[Website](#)




Wave Ride

3D Cross-Platform

Tech Art & Producer: led project/ programming, created particles and basic character animations.

[Video](#)

[Website](#)




Mech-E

2D Android / iOS

Coded core mechanics, ads, UI, shop system, procedural levels, and custom shader effects.

[Video](#)

[Website](#)




Robot Drift

3D Cross-Platform

Programmed core mechanics, UI, 3D assets, importer tools, and custom shaders.

[Video](#)

[Website](#)



Shatter Brain


2D PC

Developed gameplay systems, UI, menus, cheat codes, and created 2D art for some characters and assets.

[Video](#)


[Website](#)

AREAS OF WORK




Programming

C#, JavaScript, Python




Tech Art

Shaders, VFX, Tools



Production


Pipeline, Workflows





Level Design


Layouts, Prototypes


TOOLS & TECHNOLOGIES


























GET IN TOUCH

Interested in working together? Let's discuss your project and bring your ideas to life.

[🔗](#) For a more complete portfolio, **visit my site.**