SIMÓN CARREÑO

SENIOR PRODUCT EXPERIENCE ENGINEER

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PROFESSIONAL SUMMARY

Product Experience Engineer with 9+ years of experience in software, real-time product, and interactive experience engineering. Key qualifications include production of agentic systems, LLM orchestration, and end-to-end backend workflow ownership. Notable achievements include the production-ready orchestration of the Akane AI companion agent system and an 80% reduction in LiveOps publishing time, demonstrating effective problem-solving and rapid iteration.

PROFESSIONAL EXPERIENCE

Freelancer Software Engineer, Pez Rabioso Producciones **Mar 2022 to Present**

- Optimized interactive applications by integrating OpenAI ChatGPT, Grok, and Kimi, streamlining prototyping and deployment processes.
- Delivered Unity-based games and experiences, including trivia and puzzle mechanics, tailored for short-session users on mobile and PC platforms.
- Took full ownership of projects, managing technical design, implementation, and live support, ensuring seamless integration of custom hardware and non-standard input devices.

LiveOps Specialist, PLAYSTUDIOS **May 2023 to Jan 2025**

- Achieved a 3% ARPU lift and improved player retention for Tetris mobile through disciplined event design and rigorous A/B testing, utilizing clear success metrics.
- Engineered and executed LiveOps events, defining event logic, parameters, and rewards to enhance player engagement and drive iterative improvements.
- Optimized internal LiveOps pipelines, reducing content publishing time by 80%, from 24 hours to under 3 hours, significantly increasing operational efficiency.
- Communicated effectively with engineering, production, and design teams to ensure reliable deployment and system stability, enhancing customer-facing experiences.

Senior Unity Engineer, Cinder Studios **Oct 2022 to Feb 2023**

- Engineered rapid prototypes to validate new mechanics and content ideas, significantly enhancing player engagement in a cross-platform MMO.
- Translated complex design requirements into implemented gameplay systems, improving customer-facing experiences and streamlining development processes.
- Iterated on combat and encounter designs, ensuring a seamless transition from concept to technical implementation.

Game Programmer & Level Designer, Kuwala **Aug 2020 to Dec 2021**

- Owned the development and deployment of full-stack APIs and backend services using .NET and AWS, architecting a cross-platform educational game that supports over 200 concurrent users.
- Synthesized user feedback through interviews and analysis, driving gameplay and product enhancements based on insights.
- Achieved close-to-zero technical issues by implementing robust monitoring and incident-reduction processes, significantly improving reliability.
- Optimized app size by approximately 90%, enhancing accessibility for users on lower-end devices.

Co-Founder, Main Developer, Hexentic **Oct 2017 to Apr 2020**

- Engineered a scalable internal platform that streamlined the production and customization of advergames and real-time applications, enhancing developer experience and responsiveness to client needs.
- Translated stakeholder requirements into actionable product architecture, ensuring customer-facing experiences aligned with client expectations.
- Coordinated multidisciplinary teams throughout project lifecycles, effectively removing blockers to maintain delivery speed and meet tight deadlines.

Content Developer, Toolkit **Jan 2017 to Aug 2017**

- Led a team to develop a mobile AR application for iOS and Android, enhancing customer-facing experiences through innovative design and deployment.
- Coordinated communication among programming, UI, and stakeholders to adapt to evolving campaign requirements, ensuring effective execution of real-time applications.

Contract Level Designer, ATTMotion **Aug 2016 to Dec 2016**

- Engineered gameplay spaces in Unreal Engine, integrating feedback-driven iteration to enhance player flow and interaction design.

Content Developer, Octopus **Nov 2015 to Aug 2016**

- Engineered rapid prototypes for AR and VR applications using Unity and Unreal Engine, adapting to project requirements and enhancing user engagement.
- Designed customer-facing experiences with Vuforia, Oculus Rift, and Leap Motion, prioritizing interaction design and performance optimization.

PROJECTS

Akane "Bridge" App **May 2026 to Present**

Personal Project

AI Systems Projects Akane — AI Companion Agent System

Orchestrator Architecture | *Python, FastAPI, ChromaDB, .NET 9*

- Architected a multi-tiered memory system using Redis for history and ChromaDB for fact extraction, featuring an importance-aware compaction engine that mimics human memory (differentiating between transient context and durable relationship facts).
- Engineered an Appraisal-based Autonomy Engine that simulates internal needs and social battery, allowing agents to initiate actions based on a real-time schedule and relationship "bond" levels.
- Developed an MCP tool proxy and device daemon enabling cross-device terminal control and file manipulation through schema-rich tool discovery and verified read-back loops.
- Built production-ready LLM orchestration with multi-provider fallback, chunked emotion-aware TTS, and persistent WebSocket-based presence.

Bridge Core **Sept 2026 to Present**

Personal Project

Bridge Core Engine — AI Companion Back-end engine (Inspired by Akane)

Infrastructure/Backend | *Python, FastAPI, Redis, ChromaDB*

- Engineered a self-hosted agentic backend featuring a three-tier memory system and a resilient LLM router with multi-provider failover.
- Developed an MCP tool proxy and device daemon enabling cross-device terminal control and file manipulation through schema-rich tool discovery and verified read-back loops.
- Implemented async-first orchestration for high-concurrency tasks, ensuring zero blocking calls on the event loop for real-time WebSocket communication.

EDUCATION

Universal Arts School **Sept 2022 to Jun 2024**

Master in Game Design

- Acted as Project Manager and Game Designer for the final project: a fully functional game developed by a team of 7 people (including myself) distributed across 4 time zones.
- Owned project planning, roadmap, and risk management; provided solutions for technical and team-related challenges; and successfully delivered the game, which was highlighted by the evaluation committee.

Universidad Tecnológica de Chile INACAP **Mar 2011 to Dec 2014**

Computer Engineering

LANGUAGES

English, Spanish, Japanese

CERTIFICATIONS

JPT (Japanese Proficiency Test) - 455 points (JLPT N3 Level) — **Mar 2025 to Mar 2027**

Certified Scrum Product Owner (CSPO) — **Feb 2024 to Feb 2026**

Lean Six Sigma - White Belt — **Jan 2024**

PROFESSIONAL TRAINING

Microsoft Applied Skills: Get started developing agents in Microsoft Foundry, Microsoft — **Aug 2026**

Electronic Arts Product Management Job Simulation, Forage — **Apr 2026**

Game Production, Maven — **Jan 2024 to Feb 2024**

Level Design for Games, CGMasters Academy — **Oct 2021 to Dec 2021**

ADDITIONAL EXPERIENCE

Technology Engineer, Microsoft Chile — **Jan 2014 to Feb 2014**

- Selected participant in Microsoft Summer Camp 2014 as a Technology Engineer.
- Gained early experience with software development workflows and real-time applications.
- Strengthened foundations in C# programming and collaborative development practices.

TECHNICAL PROFICIENCIES

- Agentic Framework Development
- Applied ML Fluency
- Prototyping
- Orchestration
- Feedback
- Custom Agentic Workflows
- Evaluation & Testing Rigor
- Python
- Memory Systems
- Deployment
- Agentic Framework Experience
- Developer Experience Instinct
- FastAPI
- Model QA
- Customer-Facing Deployment Tooling
- Relevant Tooling
- APIs
- Communication

LINKS

Personal Portfolio, Github