***Francisco Saravia***

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***Summary:***

Dynamic and accomplished Senior Software Engineer with over 8 years of experience in Python development and a strong background in gaming technology, specifically Unreal Engine. Expert in translating cinematic and gameplay narratives into actionable technical strategies. Eager to leverage my technical prowess and passion for RPGs to drive innovation and excellence in cinematic storytelling at your esteemed organization.

**Education:**

* Bachelor’s degree in computer science from The University of Chicago 2014

**Professional Experience:**

**May 2021 – Present HyperSense Software Inc**

**Senior Backend Developer**

* Developed dynamic web applications using Python, enhancing user engagement by 40% through optimized features and new functionalities.
* Implemented healthcare standards (HIPAA, HL7, DICOM) within applications, enhancing system performance and compliance.
* Conducted rigorous code reviews and mentored junior developers, focusing on best practices and efficient coding techniques in Python.
* Contributed to the development and optimization of cinematic storytelling technologies using Unreal Engine, enhancing narrative delivery and player engagement.
* Translated cinematics and animation stories into technical plans and architectures, ensuring seamless integration with gameplay elements.

**Apr 2015 – Apr 2021 TXI**

**Senior Software Engineer**

* Developed and maintained backend functionalities primarily using Python, enhancing system reliability through robust cloud migrations and containerization with Docker.
* Implemented numerous Python-based APIs and integrated AI/ML features using libraries such as TensorFlow and Pytorch, significantly boosting system capabilities and user interactions.
* Developed and maintained tools and systems required by the Cinematics and Gameplay teams, focusing on performance optimization across various hardware types.
* Collaborated closely with other teams to ensure the Cinematics system integrated cleanly with game mechanics, especially procedural gameplay elements.

**Technical Skills:**

* **Core Languages:** Python, C++, C#, Java, JavaScript
* **Game Development:** Unreal Engine, Sequencer, Anim Graph, Blueprint setup
* **Python Frameworks:** Django, Flask, Pandas, NumPy, Scipy, Jupyter, TensorFlow, Pytorch, Keras.
* **Web Development:** RESTful APIs, Microservices, FastAPI, Django, Flask.
* **Databases:** PostgreSQL, MySQL, MongoDB, DynamoDB, Oracle.
* **Cloud and DevOps:** AWS (EC2, Lambda, S3, RDS), GCP, Azure, Docker, Kubernetes, Terraform.
* **Machine Learning:** Data processing, regression, clustering, natural language processing, image processing.
* **Tools and Platforms:** Git/Github, Bitbucket, CI/CD pipelines, Unreal Engine, Apache Airflow, Spark/Pyspark.

**Key Achievements:**

* Led the backend team in the successful deployment of enterprise-level applications, ensuring compliance and enhancing system performance.
* Significantly improved system stability and performance in high-load environments through innovative architectural solutions.
* Developed and optimized tools for cinematic technology in Unreal Engine, supporting high-quality game development.

**Professional Attributes:**

* Expert problem-solver with a focus on efficient, clean code and system optimization.
* Strong communicator with proven ability to collaborate effectively with multidisciplinary teams.
* Passionate about gaming, with a deep interest in RPGs and cinematic storytelling, continually seeking to push the boundaries of what is possible in game development.