





PERSONAL INFORMATION Simonetti Gaston Ignacio

 525 El Boyero st, Zip: 8.000, Bahía Blanca, Buenos Aires, Argentina

 +54 291 154717543

 gastonsimonetti85@gmail.com | Skype: [gaston.simonetti](https://www.skype.com/user/gaston.simonetti)
| linkedin: <https://www.linkedin.com/in/gaston-ignacio-simonetti/>

Sex Male | Date of birth 10/09/1985 | Nationality Argentine

TECHNICAL SKILLS

- Languages: C++, C#, TypeScript, previous experience with other languages too.
- Engines: Unreal Engine (4 & 5), Unity 3D, Custom Engines
- Gameplay Systems: AI, Pathfinding, Multiplayer, UI
- Version Control: Git, Perforce
- Other: VR Development, Optimization, Tools Development

WORK EXPERIENCE

Seedify May 2024 – Present

Seedworld – May 2024 – Present

Role: Senior. Gameplay Engineer,

- Working with Unreal 5.3 as a Senior Gameplay Engineer on this new metaverse being created by Seedify.
- Implementing new multiplayer mechanics for the game.
- Implemented a system to modify winning conditions for different mini games that were being created.
- Worked on different systems like maps, minimaps, teams assignment and creation.
- Worked on UI new features
- Worked on different game settings and configurations.

<https://seedworld.io/>

Technology: Unreal Engine 5.3, Visual Studio, C++, Perforce

Nimble Giant Entertainment May 2023 – May 2024

Unannounced project – May 2023 – Present

Role: Tech Lead. Game Developer,

- Worked on several prototypes for new projects for the company. Implementing gameplay mechanics, AI and UI systems.
- As the team leader, managed the other teams tasks, provided assistance when needed and coordinated team efforts..

Technology: Unreal Engine 5.2, Visual Studio, C++, Perforce

Star Trek Infinite - May 2023 - December 2023

Role: Sr. Game Developer,

- Returned to work on Star Trek infinite for Paradox Interactive. We used an in-house made engine developed in C++ and I've worked on the implementation of new gameplay mechanics. Helped in the bug fixing process until release and after it

https://store.steampowered.com/app/1622900/Star_Trek_Infinite/

Technology: Visual Studio, Visual Code, C++, Gitlab

The Multiplayer Group September 2022 - May 2023

DPS - September 2022 - May 2023

Role: Sr. Game Developer,

- Worked on "Tomorrow falls" as part of the DPS team. I was part of the engineers team and. I worked on the UI of the game and also in some gameplay mechanics

https://store.steampowered.com/app/2023130/Tomorrow_Falls/

Technology: Unreal Engine 4, Visual Studio, C++, Perforce

Nimble Giant Entertainment January 2022 - September 2022

Star Trek Infinite - January 2022 - September 2022

Role: Sr. Game Developer,

- Worked on Star Trek infinite for Paradox Interactive. We used an in-house made engine developed in C++ and I've worked on the implementation of new gameplay mechanics.

https://store.steampowered.com/app/1622900/Star_Trek_Infinite/

Technology: Visual Studio, Visual Code, C++, Gitlab

Collider Craftworks September 2021 – December 2021

Unannounced project – September 2021 – December 2021

Role: Game Developer,

– Worked on an unannounced project using Unreal Engine, C++ and Perforce.

Technology: Visual Studio, Unreal Engine, C++, Perforce

Globant 2019– August 2021

Facebook – September 2019 – October 2020

Role: Game Developer, Technical Leader.

Project: Worked on a VR experience on Oculus Quest, Quest 2 and Rift developed in Unity 3D. I had the role of technical Leader, managing the team, assigning tasks and working on the architecture of the project. Also making decisions regarding the UX.

During this time, we implemented a big refactor to improve the game loading times.

Technology: Visual Studio, Unity 3D, C#, Github

Qualcomm – August 2020 – October 2020

Role: Game Developer

Project: Worked on an Unreal engine project implementing tasks related to the game's audio system.

Technology: Visual Studio, Unreal Engine, Blueprints, Perforce

Incontext Solutions – September 2019 / June 2020

Role: Game Developer, Technical Leader.

Project: Worked on a Unity 3D project as technical Leader. Implementing tasks in the client side of the project and also working in the backend.

Worked in the creation of tools inside the editor.

Technology: Visual Studio, Unity 3D, C#, Github

Warner Brothers – May 2019 / September 2019

Role: Game Developer.

Project: Worked on a mobile multiplayer game for an important Globant client, Warner Brothers.

Worked as a full stack developer on different tasks from the UI of the game to the backend.

Technology: Visual Studio, Unity 3D, C#, Typescript, internal Warner Brother's backend Framework, Perforce

2015 – 2023

Indie Game developer – Parrotwood gaming studios

Current Project

Role: Game Designer, lead developer.

Project: Currently working on a multiplayer action RPG for PC using Unity 3D. Using several unity features like tilemaps, scriptable objects for the data, cinemachine, etc

Technology: Visual Studio, Unity 3D, C#, Github

Other Projects: We have developed some prototypes and taken part in some game Jams

Hexacta 2011 – 2018 Junior Developer – Architect

Credit One – 2019

Project: Credit One is an important client for Hexacta. The application being developed allows the dispute of payments and transactions made by mistake and also the cancelation and refund of them.

Role: Architect- Developer

Technology: AngularJs, .Net, MS SQL Server, Visual Studio,

Axioma – Proteus/ 2016 – 2018

Project: Proteus is the enterprise solution software that integrates all different products offered by Axioma. At the same time Proteus will act as the platform into which all future Axioma products.

Role: Senior Developer

Technology: Angular2, Bootstrap, Protractor, NodeJs, Typescript,, HTML, CSS3, Visual Studio, ASP.Net

Methodology: Scrum

Axioma – Phoenix / 2013 – 2015

Project: Building an application for optimizing portfolio investments combining different financial instruments. The application allows users to configure investment strategies, defining goals and constraints and finally optimizing the initial portfolio, generating reports and outputs for the analysis by Portfolio Managers. For all those services and information that can be considered public, the platform is mounted using cloud computing technology, while the private data resides in a local application server.

Role: Semi Senior Developer – Senior Developer

Technology: TFS, MS SQL Server,.NET, C#,Silverlight, WPF, MVVM architecture

Methodology: Scrum

Bolloré – Tools / 2011 – 2013

Project: Consists of a set of applications (Web and Desktop) for managing internal business processes. One of these is Annuaire (AddressBook) which consists of a web interface and a desktop application that allows you to search with filters and allow editing contacts who belong to Active Directory. The main database gets its information from Active Directory through the synchronization process.

Role: Junior Developer – Semi Senior Developer

Technology: .NET, C#, Silverlight, XML, MS SQL Server, Visual Studio, WCF, WPF, LinqToXSD, LinqToSQL, ClickOnce, Unity Application Block 2.0, MVVM architecture

Methodology:Scrum

2010 – 2011

Taux

Developer

Project: Sistem developer. VB .NET applications, Microsoft SQL server 2005, Visual Studio 2003/5/8

Role: Developer

Technology: VB .NET, Microsoft SQL server 2005

Education

Bachelor in Computer Sciences

Institute: Universidad Nacional del Sur

Years: 2007 – 2016

Object Oriented Programming / Data Structures and Algorithms / Data Bases/ Web Programming / UML / Design Patterns / Operating and Distributed Systems / Mathematics / Artificial Intelligence / System Security / Computer Networks / Graphics Programming(GLSL)

Status:

Graduated in October 2016

Computer System Engineering Student

Institute: Universidad Nacional del Sur

Years: 2004 – 2007

High school

Institute: Colegio Victoria Ocampo

Branch: Bachelor in economy and company management.

Other courses

Institute: Escuela de Game Design América Latina (www.gamedesignla.com). Dictated between September and November of 2016

Course: "Curso de Game Design Latinoamerica"

Institute: Coursera (www.coursera.org) - Michigan State University.

Course: "Business of games and entrepreneurship" -

Institute: Iversity (Iversity.org)

Course: "Gamification Design 2015" - 2015

Institute: Universidad Nacional del Sur

Course: "Neuroscience applied to innovation" - June 2015

Institute: Ecimag (school of images and science)

Course: "Strategies and tendencies in development of game engines" - July 2010

OTHER

Global Game Jam site organizer 2020

Global Game Jam 2020

Role: Site organizer

Role: Site organizer for location "Globant-BahiaBlanca" where we had 58 registered jammers. Organized the event, taking care of people needs and giving a hand with any team that needed it

Personal Skills

Teamwork, leadership, commitment, a very sociable and enthusiastic person.

