Jorge Cobo

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WORK EXPERIENCE

Software Developer | Voodoo   **Remote | Jan 2020 – Dec 2020**
- Enabled the team to monitor and improve KPIs by 12% by developing and soft launching game prototypes.
- Reduced development times and allowed developers to focus on core gameplay mechanics by creating a User Interface management system for Unity.

Software Developer | AppLovin   **Remote | Oct 2018 - Mar 2019**
- Simplified the process for developers of integrating AppLovin's SDK by refactoring their API and adding Event Tracking functionalities making it more self-contained.
- Established new game design principles based on the analysis of users feedback.

Software Developer | Nanovation Labs   **Remote | Jan 2018 – Jun 2018**
- Developed from beginning to end, the released iOS game Sokube, which was featured on the App Store's home page getting 1000+ downloads.
- Streamlined and sped up the process of building and designing levels by 100% by creating a levels editor tool.
- App Store: [apps.apple.com/app/sokube/id1367378058].

PROJECTS

Zombies Pixel (iOS Game)   **C#, Unity, Visual Studio, Artificial Intelligence**
- Developed and released a survival shooter game with 1000+ downloads reaching top 30 adventure games on the App Store.
- Built an Artificial Intelligence system, designed behavioural patterns and used the A* Pathfinding algorithm for NPCs.
- App Store: [apps.apple.com/app/zombies-pixel/id1313558522].

Database based on SQLite (GitHub)   **C++, Ruby, RSpec, SQLite**
- Built a compiler, a virtual machine and used B-Tree and Binary Search algorithms to create a Structured Query Language Database.
- Repository: [github.com/CoboJ/database].

Double Hoops (iOS Game)   **C#, .NET, JSON, Object-Oriented Design**
- Released a basketball-style game with over 1000 downloads on the App Store.
- Created object-oriented animation engine tool for Unity to easily create and modify animation presets.
- App Store: [apps.apple.com/app/double-hoops/id1390443099]

LC-3 Virtual Machine (GitHub)   **C++, CMake, Computer Architecture, CLion**
- Successfully built and simulated the essential hardware components of a LC-3 virtual machine.
- Repository: [github.com/ManuelCA1/vm].

Drill Machine (iOS Game)   **C#, Unity, Concurrency, Git**
- Utilized the Marching Cubes algorithm and Unity's Job System to allow consistent 3D mesh deformation in real time with good performance.
- App Store: [apps.apple.com/app/drill-machine/id1531366937]

EDUCATION

Computer Software Engineering   **Miranda, VE | Mar 2019**
Simón Bolívar University
Coursework: Data Structures and Algorithms, Operating Systems, Security, Resource Management, Software Foundations, Web Programming, Computer Architecture.

SKILLS

Languages: C#, C++, Java, Python, SQL, XML, JSON, Linux Shell.
Technology: Git, .NET, Firebase, Unity, SQLite, CMake, Boost, CLion, IntelliJ, Visual Studio.