Cristian Alexander Chancusig Casa

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Professional Profile

Software developer with 2 years of experience in mobile applications and educational games, specializing in Unity, C#, and Python. Certified Scrum Master (2023) with expertise in agile methodologies and team collaboration. Awarded "Best Paper" at MEDES 2022 for contributions to computer vision and automation. Fluent in English (B2) and Spanish, seeking to grow as a backend or frontend programmer in dynamic, innovative projects.

Education

International University of La Rioja (UNIR)
Master's in Artificial Intelligence
Spain | 2024 - Present

Highlighted Courses
- Natural Language Processing, Machine Learning, Computer Vision, Automated Reasoning and Planning.

Armed Forces University– ESPE
Bachelor's in Electronics, Automation, and Control
Sangolqui, Ecuador | 2016 - 2022

System Engineer Developer (Bachelor's Thesis)
- Designed and developed an object classification system based on shape recognition, employing a pre-trained model together with Azure Computer Vision and Python artificial intelligence services.
- Implemented the system using the MVC design pattern in Django, integrating a cloud-hosted database with Firebase and developing an intuitive web interface to manage and administer the system efficiently.

Experience

NGXSeemon (Educational Game Development Startup)
Canada (Remote) | September 2022 – November 2024

Software Developer
- Design and program mechanics for mobile games using Unity and C#, including optimizing development times with Scriptable Objects, reducing level creation time from 4 hours to less than 2 hours per level.
- Develop responsive UI and language-switching systems for mobile applications, while implementing key functionalities such as login systems with Google and PlayFab.
- Configure and use the PlayFab SDK to integrate cloud storage, account management, and in-app purchases with Unity IAP, achieving an effective monetization strategy.
- Implement local save systems with serialized JSON files, ensuring sub-1-second save times and enhancing user experience.
- Resolve compatibility issues during the compilation and distribution of applications on the Google Play Store, ensuring functionality on Android devices.
- Use Git for version control and set up organized workflows on GitHub with dedicated branches for development, testing, and production, ensuring code stability.
- Work under the Scrum methodology to promote team collaboration and optimize project development.

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Freelancer
Ecuador | December 2023 – February 2024

Software Developer
- Develop a network monitoring application using Kotlin, enabling real-time signal supervision.
- Collect and process real-time signal data for enhanced analysis and decision-making.
- Store collected data in flat files, ensuring efficient retrieval for subsequent analysis.
- Design an intuitive and user-friendly interface to improve usability and enhance user experience.

Pinprexat
Ecuador | November 2021 – January 2022

Embedded Systems Developer
- Design and develop a human-machine interface (HMI) to display weight values from scales.
- Create a program capable of reading data from scales, managing variations in data order through dynamic identification and extraction of relevant information.
- Collect and organize data for comprehensive analysis of weight measurements across scales.

Leadership & Activities

NGXSeemon
Developer
- Lead the development and successful publication of four games on the Play Store, overseeing the entire process from concept to release.
- Directed the frontend development of an application, managing key aspects of backend data integration to ensure seamless functionality and user experience.

Skills & Interests

Technical: C#, Python, Java, JavaScript
Platforms and Services: Unity, Playfab, Firebase, Play Store Console
Development and Management Tools: GitHub, VSCode, Android Studio, Unity In-App Purchases.
Language: Spanish (native), English (B2)

Achievements

- Obtained the Scrum Master Certification in 2023, demonstrating expertise in agile project management and team facilitation.
- Participated in the EMN International Conference on Management of Digital Ecosystems (MEDES) and published in the ACM Proceedings 2022. Recognized with the "Best Paper" award for an innovative contribution to the fields of computer vision and automation.