

Daniel Ercilio Del Rosario Guerra


Software Engineer

Self motivated Unity Developer with 3 years of experience working with the Unity Engine creating game mechanics, 3D simulations and making tools to help artists improving their development process. Currently looking for a new challenge in the game industry to grow as a developer and as a person. Teamplayer with a big initiative on helping to create a good environment to work in.

ddelrosarioguerra@gmail.com 

danilock.github.io 

linkedin.com/in/Danilock 

github.com/danilock 

ddelrosarioguerra.medium.com 

WORK EXPERIENCE

2Awesome Studio

Game Programmer

08/2021 - 01/2022

Spain - Barcelona - Remote

Achievements/Tasks

- **Wrote scalable and maintainable c# code on games and desktop applications.**
- **Usage and re-adaptation** of in-house tools to the project needs. Such as custom builds for target platforms: **PS4, SWITCH, PC.**
- Implemented **gameplay mechanics** and **UI systems** following designer's instructions.
- **Designed the architecture and wrote the code** for systems such as: **Ability System, Dialogue System and Quest systems.**
- **In a really nice work environment, assisted to daily and weekly team meetings to define project's goals.**
- **Worked closely** to artists to help them understanding the Unity engine. Took care of communication with clients and served as a link.

Freelance Unity Developer

Dominican Republic, Santo Domingo

08/2018 - Present

GBM an IBM company

Web and AI Developer

08/2018 - 10/2020

Dominican Republic, Santo Domingo

GBM is the leader technology company in Latin America, with more than 100M in revenue every year and with one of the best outsourcing products in the region.

Achievements/Tasks

- **Chatbot with whatsapp integration for a restaurant.**
- Usage of IBM Watson and JS to build web applications for clients such: Restaurants and Malls.
- Developed applications to solve business situations and reduce tasks cost.
- Usage of python libraries to create apps integrated with in-house IBM solutions.

SKILLS

Scrum

Photon

Unity Gaming Services

Unity Engine

C#

Git/Github

Gameplay Programming

UI Programming

SQL

JavaScript

Data Management

Performance and Scability Optimization

Visual Studio Proficiency

PERSONAL PROJECTS

Project Scarlata

- **Project Scarlata is 2D platformer inspired in Celeste. Being developed in Unity since May 2022.** [Link Here](#) 
- Build all the systems including Gameplay, Character Physics, Ability System, UI System, Camera Systems.

LANGUAGES

English

Full Professional Proficiency

Spanish

Native or Bilingual Proficiency