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SKILLS

Scrum Unity Engine

C# Git/Github

Gameplay Programming

UI Programming SQL

JavaScript

Data Management

Performance and Scability Optimization

Visual Studio Proficiency

PERSONAL PROJECTS

Dost

- **Dost is 2D platformer inspired in Celeste. Being developed in Unity since march 2021.** [Link Here](#).
- Build all the systems including Gameplay, Character Physics, Ability System, UI System, Camera Systems.
- This was a fun project for me to learn more in deep tools such as Cinemachine, Timeline and the "new" Localization system.

Project-Snow (02/2022 - Present)

- Casual mobile game. In the past month I've been developing all Gameplay Mechanics and UI systems. Optimized code to run properly in mobile devices and worked along side the artist to set-up the art in the project. [Link Here](#)

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.

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 weekle team meetings to define project's goals.**
- **Worked closely** to artists to help them understanding the Unity engine.

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

- Implemented ITIL methodologies to increase productivity and create a better working environment.
- **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.

EDUCATION

GameDevHQ Online Certification

Description

- Develop and improve various game systems (AI, UI, tools, etc.)
- Architect event driven systems
- Experienced with Git/Github
- Implement game features and systems in Unity/C#
- Experienced with Agile development
- Experience publishing multiple game titles

Software Technician Instituto Tecnico Salesiano

08/2014 - 08/2018

Dominican Republic