



# 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.

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## 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

Cinemachine

Editor Tools

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

Limited Working Proficiency

Spanish

Native or Bilingual Proficiency