

# Eduardo Uribe

## Game Developer

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### WORK EXPERIENCE

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#### Senior Game Developer

GameCloudNet, Murrieta, CA, USA

02/2022 – Present

Backend as a Service and Game Development business with 50+ employees

- Developing new features for existing software, NDA.
- Improving UI systems and re-structuring the SDK to boost performance and readability, NDA.
- Creating AI modules for a number of microservices, NDA.

#### Senior Game Developer

Globant, Santiago, Chile

05/2020 – 02/2022

IT and Software Development company, 25.000+ employees

- Participated in the development of the 'NFLClash' and 'NBAClash' games and their custom SDK, improving it's UI and user experience, doubling their KPIs..
- Re-engineered a fully modular UI system for the Unity applications, boosting performance up to 300%.
- Streamlined 3 applications for a more intuitive workflow.

#### Tech Lead

Fenix Entertainment SPA, Santiago, Chile

03/2015 – 4/2019

A novelty editorial business, card and board games, the LATAM Panini, 70+ employees.

- Managed a 5-member cross-functional (product, engineering, sales, support) team and coordinated all digital products, increasing the total revenue for the company in later years up to 50%.
- Created microservices-based architecture for their flagship product, increasing reliability and scalability with a \$100K quarterly reduced infrastructure costs.
- Managed a team of 6+ people and 100+ contractors.

#### Unity Developer

IsibuLabs, Santiago, Chile

01/2013 – 06/2015

Regional 'Uber Eats' like business.

- Led a 3-member (engineers, designers) team to develop the backend and client application.
- Geolocalized and mapped over 16.000 stores across the country to coordinate purchases and deliveries for those stores.

**Software Developer**, MAD, Santiago, Chile

09/2012 – 12/2013

**Mobile Developer**, Canal13, Santiago, Chile

01/2010 – 08/2012

### EDUCATION

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**Universidad de las Américas - UDLA**, Santiago, CL

01/2008

Software Engineering — Computer Science

**DUOC UC**, Santiago, CL

01/2010

Software Engineering — Computer Science

## SKILLS

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### **Tools and Software:**

OS: Windows, Linux (RedHat, CentOS, Ubuntu), OSX/MacOS

IDEs: Rider, VisualStudio, VSCode, Sublime

Game engines: Unreal Engine, Unity

Version control: Git, Bitbucket, Perforce

Project management: Jira, Atlassian

### **Methodologies and Techniques:**

Agile methodologies: Scrum, Kanban, Trello, Notion

Business analysis

Solution architecture: microservices-based architectures

Technical leadership

### **Programming:**

C#: Unity, C++, Unreal Engine

JavaScript/TypeScript, PHP

SQL/No-SQL

Web development: HTML, CSS, Node.js, WebSockets

Mobile development: Objective-C, Java

### **Language skills:**

English: C1 proficiency

Spanish: Native speaker

German: Basic proficiency

### **Other:**

Web3 Programming / Solidity

High level network programming.