

# Eduardo Uribe

## Game Developer

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### WORK EXPERIENCE

GameCloudNet, Murrieta, CA

02/2022 – Present

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

#### Game Developer

- 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.

Globant, Santiago, Chile

05/2020 – 02/2022

*IT and Software Development company, 25.000+ employees*

#### Game Developer

- 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.

Fenix Entertainment SPA, Santiago, Chile

03/2015 – 4/2019

*Novelty Editorial business, card and board games, the LATAM Panini, 70+ employees.*

#### Tech Lead

- 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.

IsibuLabs, Santiago, Chile

01/2013 – 06/2015

*Regional 'Uber Eats' like business.*

#### Game Developer

- Led a 3-member (engineers, designers) team to develop the backend and client application.
- Geolocalized and mapped thousands of 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

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

01/2009

Software Engineering — Computer Science

### SKILLS

**Tools and Software:** Unreal Engine, Unity, Rider, Perforce, Linux (CentOS, RedHat, Ubuntu), Jira, Atlassian, Bitbucket, Github, Git, Photoshop.

**Skills:** Scrum, Kanban, Agile, Business Analysis, Project Management, Solution Architecture, Technical Leadership.

**Languages:** C1 English, native Spanish, basic/learning German.

**Programming Languages:** C#, Javascript, Typescript, PHP, SQL, No-SQL, C++, Java, Objective-C, NodeJS, Websockets, Web Stack, HTML, CSS.