Eduardo Uribe

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Portfolio
HTTPS://GOO.GL/DGNJ50
HTTPS://GITHUB.COM/VGDevs

Unity Dev Cert 2016
ID: 201611UCD1178

Unity Examples

Myths and Legends Online (Steam)
2017-2020

VetCare Andres Bello's University 2013

RESUME:

Programmer since I was 12 years old, now 31, diligent, ambitious and with a thirst for personal and professional growth.
"I would give everything I know for half of what I ignore".
- *Rene Descartes*

Skills (sorted by what I'm confident)

- C# on Unity3D 9+ years, certified, with editor tool making experience.
- Design Patterns, clean code, logic and algorithms
- RESTful APIs. Creation and consumption.
- PHP and its Frameworks (Codeigniter, Laravel).
- SQL and NoSQL, Data Logic.
- Git and Perforce version control.
- Web Development (HTML, CSS3, JS, TS, Ajax) since 2002 and modern tools like React, Vue and Angular.

Additional but humble and random highlights

- UX: User Experience, I love user interactivity, gameplay and UX in general, theory, testing and implementations.
- Kanban and scrum.
- Long time D&D Dungeon Master
- World of Warcraft clone private server developer, encounters and boss developer.
- Free Unity Tools made by me: https://github.com/VGDevs

Experience:

Unity Developer at GMR - GiantMonkeyRobot - Now GLOBANT
Santiago, Chile — 2020Q1 - Current

GMR is a huge game dev company based in Chile, it has multi million dollar clients from all over the world, mostly the USA with IPs/Clients such as the **NFL**, **NBA**, **Bethesda**, **2K**, **Warner Brothers** and more. Sadly, that's all I'm allowed to say at the moment.

Feats:
- Game development, focused on implementing pretty and performant UI, on big games already in production. Mainly performance improvements on live games.

Used languages, tools and frameworks:
- Unity C#, Android, iOS, Nintendo Switch, PS5 DevKits.

CTO & Lead Developer at 'Fenix Entertainment SPA' aka. 'SALO SA'
Santiago, Chile — 2017Q1 - 2020Q1

Fenix Entertainment or previously known as SALO SA is a company born in 1962, is -the-company that started making games here in Chile, it started making card games, albums, several TCGs back in 1990 and I'm the proud creator of the online version of those games. I started developing Myths and Legends in 2017 with a small team of just 3 people, including me. We were entrusted with creating the whole game in all its aspects and managed to do that now with 3 years in the making. The game is still in an alpha state but it has more than 40.000 users at the moment.
You can check the game on Steam.

Feats:
- Full Game Design: Game and card mechanics, UX, UI, Monetization, everything.
- Programming the base card system and the online service using Photon PUN.

Used languages, tools and frameworks:
- Unity C# (Windows, OSX, iOS and Android)
- Codeigniter and Laravel, PHP (Web | Admin Panel | RESTful API)
- VueJS, AngularJS on the front-end sites.

- MySQL (DB) - MariaDB - InnoDB.

'Mobile Developer' at Multinet
Santiago, Chile — 2016Q2 - 2017Q1

Digital marketing agency from Chile.

Feats:
- App management and developer from some big names from Chile such as:
- Entel - La Tercera (Copesa) - 'Confort' aka 'Elite' aka 'Higienol' (CMPC).

Used languages, tools and frameworks:
- Java (App Android)
- Objective C (App iOS)
- PHP (Web / AdminPanel)
- Python Django/RestFramework (API)
- MySQL (DB)

'Full-stack Developer' at Isibu - Startup
Santiago, Chile — 2013-2016

Geo-marketing agency.

Feats:
- Full app design based on the geo-localization requirements and schemas made by the founders.
- Porting the startup website to a full scale Android and iOS app with microservices.
- 3D map generation and rendering based on openstreetmap data and in-house data from Chile. Creating feeds and targeted ad data for geolocalized users.

Used languages, tools and frameworks:
- PHP: Codeigniter - Web and RESTful APIs
- MySql - DB
- Google App Engine - Hosting
- Unity3D - App

Freelance web and mobile app works
Some websites for medium-big companies such as:

- Falabella.com/cl (front-end and skin programming)
- Guante.cl / Pulso.cl - Guante
- lafetechocolat.com - La Fête
- Turavion.cl - Turavion
- VetCare - Andrés Bello's University, a 3D vet learning tool for students.

Used languages, tools and frameworks:
- Unity3D, Apps
- PHP, MySQL, DevOps - VPS Management (CentOS)

Web Developer, MAUS
Santiago, Chile — 2011-2012

Web development and marketing agency

Intern developer of some websites back then.
- MOR.cl, IncubaUC.cl, Internal UC Christus web tools

Used languages, tools and frameworks:
- PHP, HTML, CSS, JS, jQuery, CentOS, Apache.

Education:
DUOC - UC
Software Engineer - Dropped — 2011-2012

Universidad de las Américas - UDLA
Software Engineer - Dropped — 2009-2010