

Eduardo Uribe

Game Developer

Santiago, Chile • +56-9-5222-7588 • hi@eduardo.cat • linkedin.com/in/eduardou24

WORK EXPERIENCE

GameCloudNet, Murrieta, CA

02/2022 – Present

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

Game Developer

- Designed new features for existing software.
- Created microservices-based architecture on its flagship product.

Globant, Santiago, Chile

05/2020 – 02/2022

IT and Software Development company, 25.000+ employees

Game Developer

- Participated in developing the *NFLClash* game and its custom SDK, improving its User Interface both in complexity and performance.
- Designed, coded and live-operated a fully modular UI system for the Unity applications made within the company.
- 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, designed and led the whole 'TCG to Game' project that was the main source of revenue for the company for the later years.
- 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.

Game Developer, IsibuLabs, Santiago, Chile

01/2013 – 06/2015

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, Linux (CentOS, RedHat, Ubuntu), Photoshop.

Techniques: Scrum, Kanban, Agile, Business Analysis, Project Management, Solution Architecture (Advanced), Technical Leadership.

Languages: English, Spanish, learning German.

Programming Languages: C#, Javascript, Typescript, PHP, SQL, C++, Java, Objective-C, Web Stack, HTML, CSS.