JAVIER NICOLÁS BURGOS

AI PROGRAMMER

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I am associate degree in computer science and finishing my bachelor's degree in computer science. In 2018 I started developing video games on my own, learning the different concepts and tools to get started in this field. Currently I'm a programmer for the Last Minute Crew team and I'm part of the Nimble Giant Entertainment team. I'm passionate about game development, I love making games, I'm always looking for constant growth and learning new things about game development.

SKILLS

PROGRAMMING LANGUAGES
C
C++
C#
Python
SQL

VIDEOGAME SOFTWARE
Unreal Engine 4 & 5
Unity
Construct

UNREAL ENGINE 4 & 5
AI - AI Senses
AI - Behavior Trees
Enviroment Query System (EQS)
Gameplay Ability System (GAS)
Network Multiplayer Programming
Unreal Motion Graphics UI Designer (UMG)
Wwise

OTHER TOOLS
Perforce
Subversion
Git
Swarm
Jenkins
Jira

EMPLOYMENT

Nimble Giant Entertainment	Buenos Aires, Argentina Nov. 2020

Part of Embracer Group & Saber Interactive.

AI Programmer - Unannounced AAA First Person Shooter (FPS) — Apr. 2021 to July 2023
Design architecture and implement base system of enemies.
Worked on the enemies with behavior trees and the environment query system inside Unreal Engine 5.
Use the Gameplay Ability System of Unreal Engine 5 to give different abilities to enemies.
Implement various systems for the AI to respond to different stimuli that the players or the environment may produce.
Planning with producers, product owners and game designers, implementing and maintaining new AI features into the Unreal engine 5

Gameplay Programmer - Quantum League — Nov. 2020 to Apr. 2021
Implement some abilities (GAS) of characters to work in multiplayer or single-player games.
Implementation of different UI interfaces using the UMG.
Participation in efforts to improve the quality of the code by reviewing the code.
Involved in efforts to improve the polish of the game through the resolution of various bugs.

Last Minute Crew — Tucuman, Argentina
Generalist Programmer - Öga Project — Jan. 2020 to July 2021
Involved with the design and implementation of the main mechanics
Work with the implementation of the different UI interfaces of this virtual reality game.
Implementation of different events through animations or Wwise (audio software) within Unreal Engine 4.
Worked closely with designers, artists, and other programmers to iterate on gameplay features and ensure a great player experience.
Worked in a team that used the Scrum methodology.

AWARDS

Fundav (Argentine Videogame Foundation) · Game Developer Conference (GDC) Scholarship — Mar. 2023
I received a ticket to attend the largest video game conference in San Francisco.

ADVA (Argentine videogame developers association) · My first published videogame — Sept. 2020
Training program that provides tools for local developers to successfully create, publish and market their first game.
In this program, the Project Oga was chosen among 8 projects and won the first place.

TRAIN JAM Organization · Train Jam diversity Scholarship — Feb. 2020
The applicant received a scholarship, diversity, by the Train Jam to attend the same and in turn the Game developer conference.

GIC Organization · Game Industry Conference Scholarship — Oct. 2019
The applicant received a scholarship from the event organizer to attend the Game Industry Conference in Poznan.

VOLUNTEERING

Devcom · Volunteer — Aug. 2020 to Current
Cologne - Germany

Global Game Jam · Organizer — Jan. 2020
Tucuman - Argentina

Tucuman Hace Videojuegos! · Organizer — Oct. 2019
Tucuman - Argentina
It is the main event held in the city that promotes the development of video games.

EVA CORDOBA 2019 · Volunteer — June 2019
Cordoba - Argentina
Exposition Argentinian videogames

Community Developer Videogames TucumanVolunteer — 2018
Tucuman - Argentina
The applicant is part of the community committee which is responsible for carrying out activities that promote and make visible the development of video games in the province.

EDUCATION

Bachelor's Degree in Computer Science	2017 to Current
Associate Degree in Software Development	2017 to Mar. 2021