

JAVIER NICOLÁS BURGOS

GAME PROGRAMMER

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SKILLS

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)

Enhanced Input

Wwise

PROGRAMMING LANGUAGES

C - C++ - C#

OTHER TOOLS

Git - Perforce - Subversion

Swarm - Jenkins - Jira

SUMMARY

As a passionate game developer, I find programming to be a fascinating blend of creativity and problem-solving. Game development captivates me because it spans various disciplines, including game engine architecture, gameplay mechanics, and AI programming. I thrive on learning something new every day, embracing new technologies, and adopting best practices to enhance my skills.

My strongest attributes are my dedication and creativity, which have empowered me to be a self-learner and excel in game development. I am a committed, collaborative team player who works hard to achieve our shared goals. My journey in game development is driven by a relentless passion for creating immersive and engaging experiences.

EMPLOYMENT

September 2023 to
Current

Globant

Game Programmer - Rocket Racing Project

Unreal Engine 5, C++, Blueprints, networking, Amazon Luna implementation, Game porting, Platform porting, Technical troubleshooting.

July 2023 to Current

Image Campus

Unreal Engine Teacher

Lectures, workshops, and hands-on sessions delivery, student mentoring in projects, industry insights sharing, career support for students, curriculum design and execution.

April 2021 to
September 2023

Nimble Giant Entertainment

AI Programmer - Unannounced AAA Multiplayer Shooter

Unreal Engine 5, C++, Blueprints, networking, enemy systems design and implementation, Unreal Engine 5 Behavior Trees and Environment Query System, Gameplay Ability System, AI systems development for dynamic responses, integration of new AI features in collaboration with producers and game designers, code review, implemented agile practices throughout the project.

November 2020 to
April 2021

Gameplay Programmer - Quantum League

Unreal Engine 5, C++, Blueprints, networking features, Gameplay Ability System (GAS) implementation, UI design using UMG, Bug fixing, code review, implemented agile practices throughout the project. Fully launched on Steam.

January 2020 to July
2021

Last Minute Crew

Game Programmer - Öga VR Project

Unreal Engine 5, C++, Blueprints, gameplay mechanics design and implementation, UI implementation (VR game), animation Blueprints, event execution (animations, Wwise), implemented agile practices throughout the project.

EDUCATION

Bachelor's Degree in Computer Science

2018 to 2024

Thesis on algorithmic techniques for NPC behavior control in videogames.

Associate Degree in Software Development

2017 to March 2021