

# JAVIER NICOLÁS BURGOS

## GAME PROGRAMMER

✉ nicolasb813@gmail.com  
🌐 elnicoburgos.github.io  
☎ +543874192085  
📍 Tucumán, Argentina  
in elnicoburgos  
🔗 ElNicoBurgos

Nicolás is 24 years old. He is a University Programmer and is in his last year of Computer Science at the National University of Tucumán, Argentina. In 2018 he started developing games on his own, learning the different concepts and tools to get started in this field. He is currently a programmer for the Last Minute Crew team and is part of the Nimble Giant Entertainment team. Nicolas is passionate about game development, loves making games and is 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  
Unity  
Construct

### UNREAL ENGINE 4

AI - AI Senses  
AI - Behavior Trees  
Gameplay Ability System  
UI - Widgets  
Networking  
Wwise

### OTHER TOOLS

Perforce  
Subversion  
Git  
Swarm  
JIRA

## EDUCATION

Bachelor's Degree in Computer Science

2017 to Current

Associate Degree in Software Development

2017 to Mar. 2021

## EMPLOYMENT

### Nimble Giant Entertainment

Game Programmer

Part of Embracer Group & Saber Interactive.

Buenos Aires, Argentina

Nov. 2020 to Current

AI Programmer - Unannounced AAA FPS

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.

Designing, implementing and maintaining new AI features into the Unreal engine 5

Apr. 2021 to Current

Gameplay Programmer - Quantum League

Implement some abilities of characters to work in multiplayer or single-player games.

Implementation of different UI interfaces using the Unreal Engine widget system.

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.

Nov. 2020 to Apr. 2021

### Last Minute Crew

Generalist Programmer - Öga Project

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.

Tucuman, Argentina

Jan. 2020 to Current

## PROJECTS

### Froiland

2018

It's a first person game for PC in the unreal engine 4 game engine, it was made by me.

I made level design and basic mechanics of a First Person Shooter (character movement), UI, defeat and victory condition.

I programmed and configured an AI for the game.

Finally I also provided feedback to the player through sounds and UI effects.

## AWARDS

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.

## ACTIVITIES

Videogame development in Unreal engine 4 with Blueprints and C++

2018

Unity from scratch

2018

## VOLUNTEERING

Devcom · Volunteer

Cologne - Germany

Aug. 2020 to Current

Global Game Jam · Organizer

Tucuman - Argentina

Jan. 2020

Tucuman Hace Videojuegos! · Organizer

Tucuman - Argentina

Oct. 2019

It is the main event held in the city that promotes the development of video games.

EVA CORDOBA 2019 · Volunteer

Cordoba - Argentina

Exposition Argentinian videogames

June 2019

Community Developer Videogames Tucuman Volunteer

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.

2018