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