

JAVIER NICOLÁS BURGOS

GAMEPLAY PROGRAMMER

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📍 Tucumán, Argentina

in elnicoburgos

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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. I'm part of the Globant 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

Environment Query System (EQS)

Gameplay Ability System (GAS)

Network Multiplayer Programming

Unreal Motion Graphics UI Designer (UMG)

Enhanced Input

Wwise

OTHER TOOLS

Perforce

Subversion

Git

Swarm

Jenkins

Jira

EMPLOYMENT

Globant

Gameplay Programmer

Led the project setup on the Amazon Luna platform, ensuring a seamless and efficient implementation of the game on this emerging cloud gaming platform.

Actively contribute to troubleshooting technical issues within Unreal Engine 5. Focus on optimizing performance and addressing any technical hitches to ensure a smooth and high-quality gaming experience.

Spearheading the game porting effort to mobile platforms and Nintendo Switch. This involves effectively adapting the game to ensure compatibility and optimal performance on mobile devices and the Nintendo Switch console.

My experience at Globant has solidified my expertise in project setup, troubleshooting in Unreal Engine 5, and successful porting to diverse platforms, reaffirming my commitment to the development of high-quality games.

Buenos Aires, Argentina

Sept. 2023 to Current

Image Campus

Unreal Engine 5 Teacher

Delivered engaging lectures, workshops, and hands-on sessions that cater to students of diverse backgrounds and skill levels.

Designed and executed a comprehensive curriculum that covers the essentials of Unreal Engine 5, including game mechanics, blueprints, asset creation, optimization techniques, and C++.

Mentored and guided students in their individual and group projects, fostering creativity and problem-solving abilities.

Leveraged my practical industry experience to provide real-world insights and examples, bridging the gap between academia and the professional game development landscape.

Supported students' career aspirations by offering guidance on portfolio creation, job-seeking strategies, and interview preparation.

Buenos Aires, Argentina

July 2023 to Current

Nimble Giant Entertainment

Part of Embracer Group & Saber Interactive.

Buenos Aires, Argentina

Nov. 2020 to Sept. 2023

Gameplay Programmer - Unannounced AAA First Person Shooter (FPS)

Use the Gameplay Ability System(GAS) of Unreal Engine 5.

Build and maintain production-quality gameplay systems, workflows, and tools in C++ on Unreal 5.

Implement server-side gameplay mechanics.

Experience with debugging application.

Communicate with customers of different technical and non-technical backgrounds to help them navigate technology and achieve their goals.

Planning with producers, product owners and game designers, implementing and maintaining new gameplay features into the Unreal engine 5.

Apr. 2021 to Sept. 2023

Gameplay Programmer - Quantum League

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.

Game fully released on Steam in April 2021.

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 July 2021

AWARDS

Fundav (Argentine Videogame Foundation) · Game Developer Conference (GDC) Scholarship

I received a ticket to attend the largest video game conference in San Francisco.

Mar. 2023

ADVA (Argentine videogame developers association)My first published videogame

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.

Sept. 2020

Train Jam diversity Scholarship

The applicant received a scholarship, diversity, by the Train Jam to attend the same and in turn the Game developer conference.

Feb. 2020

Game Industry Conference Scholarship

The applicant received a scholarship from the event organizer to attend the Game Industry Conference in Poznan.

Oct. 2019

EDUCATION

Bachelor's Degree in Computer Science

2017 to Current

Associate Degree in Software Development

2017 to Mar. 2021