

647 928 0967

Toronto

sebastiansilvabenites@gmail.com

# Sebastian Silva

Computer Scientist / Game Developer

GitHub: Fireinfern

LinkedIn: silvasebastiancs

I am a professional Unreal Developer focus on game-play and system designs. Dedicated and fast learner who constantly seeks to help other programmers and learn from them. I seek to improve my programming skills whilst creating new games.

## SKILLS

|                      |   |
|----------------------|---|
| <b>Languages</b>     | C++, C#, Javascript, Rust, Java, Python       |
| <b>Tools</b>         | Git, Angular, React, Nodejs, Spring Boot, AWS |
| <b>Game Engines</b>  | Unreal Engine 4, Unity 3D, Phaser             |
| <b>Communication</b> | English, Spanish(native)                      |

## TECHNICAL EXPERIENCE

### Unreal Engine Developer

*Dead Monkey*

November 2021 — Present

*remote*

- Designing re-utilizable optimized systems that comply with the SOLID principles.
- Optimize game performance by a 30%.
- Creating user friendly tools for the team.
- Creating an online character customization tool.
- Lead the refactoring of a game so it can use the Gameplay Ability System of Epic Games.

### Fullstack Developer

*Movitech S.A.C.*

January 2021 — November 2021

*Lima, Peru*

- Designing and implementing serverless services for distribution using AWS Cloud Formation.

## EDUCATION

**Bachelor of Computer Science**, *Universidad Peruana de Ciencias Aplicadas*

December 2021

**Full-Stack Web Development with React**, *The Hong Kong University of Science and Technology (Coursera)*

January 2021

**Full Stack Web and Multiplatform Mobile App Development**,

*The Hong Kong University of Science and Technology (Coursera)*

December 2020

## ACTIVITIES

Presented "Neuranimation: Reactive Character Animations with Deep Neural Networks" at the 17th International

Joint Conference on Computer Vision, Imaging, Graphics Theory and Applications (VISIGRAPP)

2022

Presented [Attack on Chancla](#) for the Lima Game Jam

2021

Upload Booze n' Riches, a cooperative board game, to Table Top Simulator's Workshop

2020

## PUBLICATIONS

- Silva., S., Sugahara., S., & Ugarte., W. (2022). Neuranimation: Reactive Character Animations with Deep Neural Networks. Proceedings of the 17th International Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications - GRAPP, 252–259. doi:10.5220/0010896500003124