

Barrera Franco

Game Developer

CONTACT

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[LinkedIn](#)
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[My Web](#)

SKILLS

<Game Development>

- Unreal Engine:
Blueprints, Gameplay
Ability System,
CommonUI, Enhanced
Input
- Virtual Reality
- 2D & 3D
- C++
- AngelScript
- SDL

<Web Development>

- React - Redux - Axios
- JavaScript, HTML5, CSS,
SCSS
- SQL, MySQL,
PostgreSQL, MongoDB

<Development>

- Systems Engineering
- UML - OOP
- Design Patterns
- Scrum - XP

EXPERIENCE

SENIOR GAME DEVELOPER AT HIVE5 INTERACTIVE

November 2023 – Now

As a Senior Game Developer at Hive5 Interactive, I go beyond creating captivating gaming experiences. My role is pivotal in enhancing workflow efficiency, minimizing production errors, and strengthening project documentation through UML architectural designs, code guidelines and iterative development approaches.

In the development of "Vivaland," a 3D multiplayer life simulation game, I focus on designing technical solutions and implementing gameplay mechanics. While collaborating closely with team members, I refine existing features to ensure a seamless gaming experience while simultaneously raising documentation standards.

Furthermore, I am deeply committed to maintaining the highest quality standards for the product. I invest significant effort in creating intuitive graphical user interfaces (GUI) and optimizing existing features. This dedication not only enhances the overall gaming experience but also elevates the product's quality, making a substantial contribution to the project's success.

GAME DEVELOPER AT CTRL PARADISE

August 2023 – December 2023

As Game Developer in my current role at Ctrl Paradise, I played a pivotal role in orchestrating the creation of immersive horror video game experiences. I manage development teams, utilizing agile methodologies, and fostering seamless collaboration between multidisciplinary teams. My responsibilities spanned from architecting a componentized framework to enhance reusability to crafting gameplay mechanics and designing captivating graphical interfaces with CommonUI.

GAME DEVELOPER AT FANIoT - FANLAB

July 2022 – Now

As Game Developer at FANIoT, I specialize in designing and implementing gameplay mechanics using the Gameplay Ability System in UE5. I have also contributed to AI development for NPCs for efficient decision-making. Additionally, I have experience integrating GraphQL APIs to enhance game functionality.

LEAD GAME DEVELOPER AT FANIoT - FANLAB

December 2020 – April 2022

Skilled in managing developer teams using agile methodologies and mediating between multidisciplinary teams to ensure effective collaboration, I worked as a Lead Developer at FANIoT. Expertise includes API integration, replication and gameplay development in Unreal Engine 4. Actively explored the Virtual Reality field with UE5 and OculusVR. Proficiently contributed to Front-end Web Development with React, Redux, Axios, REST APIs.

EDUCATION

Argentina
Gastón Dachary University
SYSTEMS ENGINEERING
2017 – NOW

Argentina
Gastón Dachary University
SYSTEMS ANALYST
2017 – 2022

Argentina
Lancaster Institute of English
ANGLIA EXAMINATION
ADVANCED CEFR B2 LEVEL
2009 – 2016

PROJECTS

VIVALAND

<UE 5><C++><Blueprints><Git><Agile><AngelScript>
3D multiplayer life simulation game.

CURSED ECHOES

<UE 5><C++><Blueprints><CommonUI><Git><Agile>
3D horror post-war game.

FLAPPY DOG

<C++><SDL2><CMake><Git / Git Submodules>
Flappy Bird clone in C++ with SDL2.

FANLAB 3D

<UE 4><Blueprints><Multiplayer><GraphQL><Git><Agile>
3D educational simulator with grade management system.

SOLAR 54

<UE 5><C++><Multiplayer><Game Features><Git><Agile>
Third Person Shooter about invading space stations on Mars.

CUBEX

<UE5><C++><Blueprints><CommonUI><Git>
Wave-based survival with isometric view.

BARRACKS & CASTLES

<UE5><C++><Blueprints><Multiplayer><Gameplay Ability System><Git>
Toony Medieval Multiplayer Strategy Game with Gameplay Ability System.

CATARATAS VR

<UE5><Blueprints><OculusVR><Git><Agile>
Virtual Reality tour around one of the seven natural wonders of the world.