

Hernan Araujo

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<https://hernanaraujoportfolio.github.io/PortfolioWebsite/>

Summary

A highly efficient game developer, self-motivated and determined to use my skills in game programming and understanding in game design to produce polished and memorable gaming experiences

Technical Skills

Operating Systems : MS Windows, Macs, Android

Software : Unity3D, Unreal Engine, Popular IDE (MVS, VSC, etc.), Excel, PhotoShop(intermediate), Autodesk 3ds Max(Beginner), JIRA, Git/GitHub, Slack, Trello, Confluence, Sharepoint, DevTrack/DevTest

Languages : C#(Preferred), Java, C++

Work Experience

Independent Developer

- Created multiple Game Development Documentation
- Using Unity3D, developed several prototypes and currently working on a release
- Using Autodesk, Blender, Photoshop created unique designs and models for my projects
- Most if not all code is completely done from scratch and following my plan
- Asses code and code structure frequently in order to ensure code readability and robustness

Electronic Arts

April 2019 - November 2019

Vancouver, British Columbia

Development Support (Full Time)

- Ownership/Lead to the stability team for 'Fifa20 Volta Team'
- Provided feedback and detailed reports on the current health of the game/feature daily
- Created test cases, test briefings, bug estimates for new features being added
- Executed and delegated requests from producers and developers

Bevcon Construction & Paving Ltd

January 2014 - January 2019

Greater Toronto Area, ON

Skilled manual labour (Full Time)

- Forming sidewalks and curbs
- Concrete finishing
- Trained in various power tools (Skill saw, drills, Diamond core drill, Pumps)
- Experience with Bobcat and Backhoe machines

Fuse Powered Inc.

Oct 2012 - March 2013

Toronto, ON

GUI Layout (Full Time)

- Successfully finished laying out the entire Zoo Country game interface
- Tested game for UI positioning bugs
- Tested game for game crashing bugs
- Reported bugs using JIRA