

Hernan Araujo

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Summary

A highly efficient game developer, self motivated and determined to use my skills in game programming with combination of my 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 insure 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