Hernan Araujo

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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 labor (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