

# Hernan Araujo

129 The Queensway  
Barrie, Ontario. L4M 0B1  
(647) 657-9943

[hernanaraujomr@gmail.com](mailto:hernanaraujomr@gmail.com)

<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#, Java, C++, JSON, HTML, Swift

## **Work Experience**

### **Independent Game Developer (Freelance)**

- 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  
Vancouver, British Columbia

April 2019 - November 2019

### **Development Support - Lead (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

Fuse Powered Inc.  
Toronto, ON

Oct 2012 - March 2013

### **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

## **Released and Ongoing Projects**

### **Fifa20: (Released September 2019)**

- Helped support developers in means of testing and analyzing key features of the game mode

### **ZooCountry: (Released March 2013)**

- Placed and setup entire User Interface based on art direction

### **Project Rune: (TBA)**

- Creating an Idle RPG from scratch in hopes of a future release