

Hernan Araujo

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

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, iOS

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 April 2019 - November 2019 Vancouver, British Columbia

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. 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

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

Memory Tiles (Late February - Early March 2020)

- A Memory game designed to challenge your memory. Designed and Programmed.