

Karolina Arancibiova

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 **Website:** <https://karanva.itch.io/>

WORK EXPERIENCE

 **Wobbly Lines** – Copenhagen, Denmark

City: Copenhagen | Country: Denmark

Solo Game Developer

[01/04/2025 – Current]

- Design and implement games from prototype to end product
- Content creation and pipeline implementation
- Run play tests
- Manage a one-person company

 **MovieStarPlanet** – Copenhagen, Denmark

City: Copenhagen | Country: Denmark

Unity Developer

[01/09/2021 – 31/10/2024]

1. Maintain and develop the game Movie Star Planet 2, a game that mixes a 3D world with 2D assets which has content releases every week
2. Maintain and develop the game Block Star Planet, a game that merges 3D assets with a voxel-based engine
3. Occasional tool development for designers and artists

For both games I worked on

- Full-feature implementation (mix between different game systems: UI, data management, gameplay...)
- Bug fixes and code refactoring
- Content pipeline, expanding or creating new tools for our content creators

Title change from Junior Unity Developer to **Unity Developer** on 01/05/2022

 **3Shape** – Copenhagen, Denmark

City: Copenhagen | Country: Denmark

Student Assistant

[01/06/2019 – 30/04/2021]

1. Upgraded and maintained an automation system in Jenkins for release testing of multiple systems
2. Developed and maintained a data cube in SSAS, using SQL Server and SSIS for centralized, organized and efficient data reporting
3. Various IT/Dev ops solutions


 **Zekiri SRL** – Cochabamba, Bolivia

City: Cochabamba | Country: Bolivia

Full stack developer / Part time

[08/2018 – 12/2018]

1. Development and maintenance of a Node.js based API that had to be integrated with the work of other team members
2. Assisted on the creation of the web interface using Ember

 **Sophion Bioscience** – Copenhagen, Denmark

City: Copenhagen | Country: Denmark

R&D trainee

[01/11/2016 – 31/10/2017]

1. Designed and implemented of an automatic log importer for JIRA including build scripts for Jenkins
2. Various system updates/upgrades: Jira, Windows server to virtual Linux, migration system
3. Implemented a Temperature Control software device including data communication protocols

 **Universidad Mayor de San Simon** – Cochabamba, Bolivia

City: Cochabamba | Country: Bolivia

Titular teaching assistant

[02/2014 – 12/2015]

EDUCATION AND TRAINING

MSc. in Games - Technology Track

IT University of Copenhagen [08/2019 – 2021]

City: Copenhagen | Country: Denmark | Thesis: Researching design for positive-negative experiences

Relevant courses: Making Games and World Design, Game Programming and Algorithms, Data Handling and Analysis, Graphics Programming, Modern AI

Bachelor's degree in Systems Engineer (Licenciatura)

Universidad Mayor de San Simon [2012 – 2018]

City: Cochabamba | Country: Bolivia | Thesis: Educative web application to learn data structures with a focus on trees

Systems, incl.: system and process analysis, dynamic systems. **Computer science**, incl.: programming, data structures, data bases, networks, operating systems. **Others**, incl.: basic accounting, basic marketing

Bachelor in Humanities (secondary education)

Instituto Salesiano Domingo Savio [1998 – 2011]

City: Cochabamba | Country: Bolivia

SKILLS

Technology

1. Programming languages: C#, C++, Java, Python, GdScript, OpenGL - GLSL
2. Game engines:
 - a. Unity: Scripting, System Integration, UI, Profiling
 - b. Godot: Scripting, System Integration, Profiling
3. Web: HTML, CSS, JavaScript, NodeJS
4. Databases: SQL Server, SSAS, SSIS, MySQL, PostgreSQL(beginner)
5. Devops: Jenkins, Jira, bash, power shell, networks
6. Other: Krita, Blender (beginner), Kdenlive

Languages

Spanish (mother tongue), English (proficient)