

Karolina Arancibiova

✉ Email: karolina.arancibiova@gmail.com ☎ Phone: (+45) 00000000

🌐 Website: <https://karanval.github.io/projects.html> 🌐 Website: <https://karanva.itch.io/>

Gender: Female Date of birth: 09/08/1993 Nationality: Bolivian, Czech

WORK EXPERIENCE

[01/09/2021 – Current]

Unity Developer

MovieStarPlanet

City: Copenhagen

Country: Denmark

1. Main work: maintain and develop the game Block Star Planet
 - a. Bug fixes and code refactoring
 - b. Feature implementation (mix between different game systems: UI, data management, gameplay...)
 - c. UI implementation, supporting the creation of the UI and integrating it with our systems
 - d. Content pipeline, expanding or creating new tools for our content creators both for 2D and 3D
2. Occasionally worked with our tools team to update old features or coordinate and implement new features requested by the game team

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

[01/06/2019 – 30/04/2021]

Student Assistant

3Shape

City: Copenhagen

Country: Denmark

1. Upgraded and maintained an automation system in Jenkin 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

[08/2018 – 12/2018]

Full stack developer / Part time

Zekiri SRL

City: Cochabamba

Country: Bolivia

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

[01/11/2016 – 31/10/2017]

R&D trainee

Sophion Bioscience

City: Copenhagen

Country: Denmark

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

[02/2014 – 12/2015]

Titular teaching assistant

Universidad Mayor de San Simon

City: Cochabamba

Country: Bolivia

1. TA on *Introduction to programming* and *Programming elements and data structures*
2. Coached students in the new concepts they were learning
3. Facilitated exercises that could be useful for students to learn and practice

EDUCATION AND TRAINING

[08/2019 – 2021]

MSc. in Games - Technology Track

IT University of Copenhagen

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

[2012 – 2018]

Bachelor's degree in Systems Engineer (Licenciatura)

Universidad Mayor de San Simon

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

[2012 – 2014]

Certificate in Fashion Design

Technical Institute OMIE

Relevant skills: creating design based on specific needs, color theory, aesthetics, drawing, sketching, idea to final product

[1998 – 2011]

Bachelor in Humanities (secondary education)

Instituto Salesiano Domingo Savio

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, PHP, JavaScript, NodeJS, Liquid
4. Databases: SQL Server, SSAS, SSIS, MySQL, PostgreSQL(beginner), distributed systems
5. Devops: Jenkins, Jira, bash, power shell, networks
6. Other: Krita, Blender (beginner), Kdenlive

Languages

Spanish (mother tongue), English (proficient)