

Karolina Arancibiova

Date of birth: 09/08/1993 | **Nationality:** Bolivian, Czech | **Gender:** Female | **Phone number:**

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

● WORK EXPERIENCE

01/09/2021 – CURRENT Copenhagen, Denmark

UNITY DEVELOPER MOVIESTARPLANET

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

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

Address Copenhagen, Denmark

08/2018 – 12/2018

FULL STACK DEVELOPER / PART TIME ZEKIRI SRL

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

Address Cochabamba, Bolivia

01/11/2016 – 31/10/2017

R&D TRAINEE SOPHION BIOSCIENCE

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

Address Copenhagen, Denmark

02/2014 – 12/2015

TITULAR TEACHING ASSISTANT UNIVERSIDAD MAYOR DE SAN SIMON

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

Address Cochabamba, Bolivia

● EDUCATION AND TRAINING

08/2019 – 2021 Copenhagen, Denmark

MSC. IN GAMES - TECHNOLOGY TRACK IT University of Copenhagen

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

Address Copenhagen, Denmark | **Thesis** Researching design for positive-negative experiences

2012 – 2018 Cochabamba, Bolivia

BACHELOR'S DEGREE IN SYSTEMS ENGINEER (LICENCIATURA) Universidad Mayor de San Simon

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

Address Cochabamba, Bolivia | **Thesis** Educative web application to learn data structures with a focus on trees

2012 – 2014

CERTIFICATE IN FASHION DESIGN Technical Institute OMIE

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

1998 – 2011 Cochabamba, Bolivia

BACHELOR IN HUMANITIES (SECONDARY EDUCATION) Instituto Salesiano Domingo Savio

Address Cochabamba, Bolivia

● ADDITIONAL INFORMATION

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)