

MARINA CHAVARRIA

Game programmer

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JOB REFERENCE:

UNITY/GAMEPLAY PROGRAMMER

Dear Hiring Manager,

My name is Marina Chavarría, and I am a game programmer with nearly three years of experience, specializing in object-oriented programming. I am excited to apply for the position at TxK Gaming Studios, which I discovered on LinkedIn.

Experience & Contributions:

- **Industry Background:** I have contributed to successful mobile and console games, including Nick Jr Party Adventure, My Little Pony: A Maretime Bay Adventure and Art Heist Puzzle. My work involved implementing gameplay systems, optimizing performance, and developing ports for PlayStation 5 and Nintendo Switch.
- **Tools:** I led and develop a level design tool that was used to make all levels of Nick Jr Party Adventure.
- **Technical Skills:** I am proficient in C#, C++, Lua, and Python, with experience using Unity and Unreal engines. My knowledge of SOLID principles ensures clean, maintainable, and scalable code.
- **Mentorship:** As a Unity instructor, I've taught game development to children, which has further enhanced my communication and teamwork skills.
- **Work Ethic:** I am highly motivated, detail-oriented, and thrive in collaborative environments, with experience in SCRUM and tools like Trello, Jira, etc.

Please feel free to review my portfolio at marinachavarria.netlify.app to see examples of my work.

Thank you for considering my application. I look forward to the possibility of discussing this opportunity further.

Best regards,

Marina Chavarría