RODRIGO MEDINA

GAME DEVELOPER

CONTACT

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ABOUT ME

I am a **game developer** with more than **3 years of experience** in **Unreal Engine** and **Unity3D**. I have also been a mobile application programmer with more than **5 years of expertise** in the Android development environment, as well as having a **software architect** role and with experience **leading teams.**

I consider myself an **ambitious** person with a high and quick **learning capacity,** with values such as **self-improvement** and **perseverance.**

LANGUAGES

SPANISH - Native
ENGLISH - B2

EXPERIENCE

GAME DEVELOPER

Sngular • Jul 2022 - Present

I am working on two main projects: **Dinopolis**, which is a dinosaur theme park, is the project I have been working on about **10 productions** with **Unreal Engine** in which I'm looking to define a series of behaviors for the **AI** of the marine fauna of the Jurassic period using **Behavior Trees and EQS**. I have been working on this project since I joined the company.

The other project I've been collaborating on is the creation of interactive mini-games for the **3-2-1 Qatar Olympic and Sports Museum**, the Qatar museum built for the 2022 World Cup. This project ended two months after I joined but I had the opportunity to create several mini-games and optimize the performance of many others (in total the project consisted of just over **30 interactives**).

During the **Qatar Museum** project, I was working with both **Unity and Unreal**, using the optimization tools of each engine. In the case of Unreal I used blueprints in some interactives that were pure UI and mixed **blueprints and C**++ for other interactives that required a little more advanced logic.

In the case of **Dinopolis**, I work with **blueprints and C**++ simultaneously and I am also in charge of integrating and **blending** all the **animations** of the fauna, since the movement of the characters is done with **root motion** to improve their realism.

GAME DEVELOPER

Big Cactus Games • Mar 2021 - Jul 2022

I was hired as **Lead Game Developer** to rescue the development of Sony's video game **Smurfs Bubble Story** which was more than 6 months behind schedule.

The project was successfully delivered and then we received the **Gladiator Heroes** game.

Throughout this period I have been responsible for the implementation of **agile methodologies**, the organization of the team and the growth of the game.

ANDROID DEVELOPER

Nov 2016 - Mar 2021

I have been an Android lead with more than **10 apps on Google play** in my background.
I would like to highlight the application **Homebanking**, where I was able to implement **software architecture** and design patterns such as **MVVM** and define the **TDD** phase.
The best rated app that I have made is **Timbrit**, which offers an endless number of services for a wide range of needs for the home. This app was distributed in Colombia, Argentina and Chile and had more than **200,000 downloads** and an average score of **4.4 on Google Play**.

ANDROID TEACHER

Sept 2020 - Feb 2021

On **this platform** I have taught 4 remote courses on Android development with a total of more than 12 hours of duration. Currently the course has more than **500 reviews** with an average **rating of 4.5**.

EDUCATION

ADVANCED TECHNICIAN IN WEB APPLICATION DEVELOPMENT

CFP Juan XIII • Sept 2016 - Jun 2017

ADVANCED TECHNICIAN IN MULTIPLATFORM APPLICATION DEVELOPMENT

CES Juan Pablo II • Sept 2014 - Jun 2016