# Luis Eduardo Orjuela Rojas

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## Game Developer

## PROFESSIONAL SUMMARY

Game developer with over 9 years of experience in standalone and mobile game development. Adept in Unity and C# with a proven track record of publishing more than fifteen games and winning some industry awards. Known for excellent problem-solving abilities, a collaborative work style, and a commitment to high-quality game development.

## SUMMARY OF QUALIFICATIONS

- Over 9 years of experience in standalone and mobile game development (Android and iOS).
- Bachelor of Science in Multimedia Engineering.
- Proven track record of publishing over fifteen games and winning various awards.
- Strong proficiency in C# and Unity, with extensive experience in gameplay mechanics and UI systems.
- Excellent problem-solving skills and a collaborative approach to development.
- Experience with maintenance and optimization games.
- Self-motivated with excellent problem-solving and debugging skills.
- Solid foundation in software methodologies and algorithms.
- Excellent communication skills and comfort working in a collaborative environment.

## SKILLS

- Programming Languages: C#, HTML, CSS, JavaScript, PHP
- Game Development: Unity
- Version Control: GIT
- Languages: English, Spanish

## EDUCATION

**Game - Programming Fast Track**                                              **2024-Present**
*Centennial College, Toronto, Canada*

**Bachelor of Science in Multimedia Engineering**                              **2009-2014**
*Militar Nueva Granada University, Bogotá, Colombia*

## EMPLOYMENT EXPERIENCE

**Unity Engineer**                    **JCSA S. A. S, Bogotá, Colombia**            **2021 - 2024**
- Developed and implemented new game mechanics in Unity and C#.
- Enhanced user interface (UI) systems and integrated graphics, VFX, and SFX resources.
- Optimized graphic resources, improving performance and reducing memory usage.
- Identified and fixed bugs in live operation to ensure a seamless gaming experience.

**Programmer**                    **Innovations Media USA, Inc. Florida, USA**        **2020 - 2021**
- Created prototypes to test new game mechanics and integrated UI elements.
- Improved code and graphics performance for mobile devices.
- integrated graphics, VFX, and SFX resources.
- Identified and fixed bugs in live operation to ensure a seamless gaming experience.
- Developed tools for Game Desing balance.

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**Software Engineer - Lead Programmer**  **Atomic Studio SAS. Bogotá, Colombia**  **2015 - 2020**
- Led the programming team, managing resources and overseeing technical aspects.
- Developed games, VR experiences, websites, and apps, focusing on gameplay mechanics and integration of graphics, VFX, SFX, and external SDKs.
- Supervised procedures and resolved bugs to maintain optimal game performance.
- Tested and Updated new content for applications.

## CERTIFICATIONS

- Unity Certified Developer

## PROJECTS AND ACCOMPLISHMENTS

- Published over fifteen games, contributing significantly to each project's development and success.
- Award-winning appsx.

## LANGUAGES

- English and Spanish