

# Ignacio de la Vega

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Games I made - Portfolio: <https://ignaciodelavega.com/>,

Github: [www.github.com/nachodlv](https://github.com/nachodlv), Gitlab: <https://gitlab.com/nachodlv>, LinkedIn:

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SUMMARY	Gameplay and AI programmer, specializing in C++ and Unreal Engine. Shipped one 2D mobile game in Unity, currently working on a AAA game.
SKILLS & ABILITIES	<ul style="list-style-type: none"><li>• Highly skilled using Unreal Engine 4 and 5.</li><li>• Created a custom navigation mesh and HTN planner in Unreal Engine</li><li>• Worked on two shipped mobile games using Unity (Nawaiam, Geopoly)</li><li>• Experience using Firebase</li><li>• Experience programming backends with Java Spring and Scala Play and mobile applications with Android and Flutter.</li></ul>
RELEVANT EXPERIENCE	<p><b>Semi Senior Unreal Engine Developer, Nimble Giant Entertainment</b> Dic 2020 - present</p> <ul style="list-style-type: none"><li>• Aug 2021 - Now: Working on a AAA multiplayer CO-OP survival shooter<ul style="list-style-type: none"><li>◦ Developing new features around the AI. Adding new behaviors and creating new systems around it.</li></ul></li><li>• Dic 2020 - Aug 2021: Worked on Fortnite Creative Mode<ul style="list-style-type: none"><li>◦ Development of new features</li><li>◦ General bug fixing and maintenance.</li></ul></li></ul> <p><b>Unity developer, Widow Games</b> Oct 2020 - Dic 2020, 3 mos</p> <ul style="list-style-type: none"><li>• Worked on the mobile game Geopoly</li><li>• Improved the UX by reworking the UI</li><li>• Made prototypes for users to combat each other with features like Clash of Clans.</li></ul> <p><b>Game Developer, Tiarg</b> Apr 2020 - Sep 2020, 6 mos</p> <ul style="list-style-type: none"><li>• Continue develop of Nawaiam, a mobile 2D game made with Unity</li><li>• I am currently working with Firebase authentication</li></ul> <p><b>Game Developer, Sirius Software SAS</b> Feb 2019 - Sep 2019, 8 mos</p> <ul style="list-style-type: none"><li>• I developed a 2D mobile game with Unity and C# from scratch to finish.</li><li>• I worked with multiple team members such as artists and designers.</li><li>• I worked with the Facebook API for Unity, with the OAuth of LinkedIn and with an external back-end that was connected to a database.</li></ul> <p><b>Full-stack Developer, Sirius Software SAS</b> Mar 2018 – Feb 2019, 1 yr</p> <ul style="list-style-type: none"><li>• I develop multiple web pages using Angular for the frontend and Java with Spring for the backend.</li></ul>

		<ul style="list-style-type: none"> <li>• Learned how to work with a big team using agile methodologies.</li> </ul>
EDUCATION		<p><b>Software Engineering – Austral University – Buenos Aires, Argentina (2016-2021)</b></p> <ul style="list-style-type: none"> <li>• Had a scholarship for three years</li> </ul> <p><b>Informatique – Reutlingen University – Reutlingen, Germany (2019-2020)</b></p> <ul style="list-style-type: none"> <li>• Studied abroad for six months.</li> </ul> <p><b>CAE (Cambridge Advanced English)</b></p> <ul style="list-style-type: none"> <li>• C1 english level</li> </ul>
OTHER ACCOMPLISHMENTS		<ul style="list-style-type: none"> <li>• Participated in multiple game jams</li> <li>• Worked with a Java custom engine and WebGL</li> <li>• I have a GitHub account with over 50 repositories.</li> </ul>