



Ignacio de la Vega

GAMEPLAY / AI PROGRAMMER
IN C++ & UNREAL ENGINE

Summary

I'm a Senior Game Programmer oriented towards results, currently working on a AAA game & prev on Fornite Creative. I have vast knowledge in Unreal Engine & experience developing two shipped mobile games using Unity.

Skills

- Pathfinding & creation of custom Nav System & HTN Planner in UE5.
- Usage of Java Spring & Scala Play as well as Android & Flutter for mobile apps
- C1 English Level - (Cambridge Advanced English)

Work Experience

SENIOR UNREAL ENGINE DEVELOPER

Nimble Giant Entertainment (December 2020- Present)

- Currently working on a AAA Multiplayer CO-OP survival shooter, developing new features in the area of Artificial Intelligence.
- Worked on Fornite Creative Mode developing new features as well as fixing bugs & maintenance.

UNITY DEVELOPER

Widow Games (October 2020- December 2020)

- Perfected legacy gameplay systems in addition of creating new ones in Geopoly.
- Made new prototypes for a Crypto Currency version in-game.

MOBILE GAME DEVELOPER

Tiarg (April 2020- September 2020)

- Continued development and use of Firebase Auth for *Nawaia*, a mobile 2D game in Unity.

GAME & FULL-STACK DEVELOPER

Sirius Software SAS (March 2018- September 2019)

- Developed a 2D mobile game completely with Unity & C#.
- Integrated the Facebook API for Unity using the OAuth of LinkedIn and an external backend connected to a database.
- Made multiple web pages using Angular & Java Spring.

Education

SOFTWARE ENGINEERING

Austral University - Buenos Aires, Argentina (2016- 2021)

- Completion of university with a scholarship
- Participated in an Exchange Program at Reutlingen University in Germany.

Contact Me

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Proyets

GitHub

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Gitlab

<https://gitlab.com/nachodlv>

Portfolio

<https://ignaciodelavega.com/>

