

Ignacio de la Vega

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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">• Highly skilled using Unreal Engine 4.• Experience using Unity.• Worked on two shipped mobile games using Unity (Nawaiam, Geopoly)• Experience using Firebase• Experience programming backends with Java Spring and Scala Play.• Experience programming mobile applications with Android and also Flutter.
RELEVANT EXPERIENCE	<p>Semi Senior Unreal Engine Developer, Nimble Giant Entertainment Dic 2020 - present</p> <ul style="list-style-type: none">• Aug 2021 - Now: Working on a AAA multiplayer CO-OP survival shooter<ul style="list-style-type: none">◦ Developing new features around the AI. Adding new behaviors and creating new systems around it.• Dic 2020 - Aug 2021: Worked on a live service AAA multiplayer shooter as a contractor<ul style="list-style-type: none">◦ Development of new features◦ General bug fixing and maintenance. <p>Unity developer, Widow Games Oct 2020 - Dic 2020, 3 mos</p> <ul style="list-style-type: none">• Worked on the mobile game Geopoly• Improved the UX by reworking the UI• Made prototypes for users to combat each other with features like Clash of Clans. <p>Game Developer, Tiarg Apr 2020 - Sep 2020, 6 mos</p> <ul style="list-style-type: none">• Continue develop of Nawaiam, a mobile 2D game made with Unity• I am currently working with Firebase authentication <p>Game Developer, Sirius Software SAS Feb 2019 - Sep 2019, 8 mos</p> <ul style="list-style-type: none">• I developed a 2D mobile game with Unity and C# from scratch to finish.• I worked with multiple team members such as artists and designers.• 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. <p>Full-stack Developer, Sirius Software SAS Mar 2018 – Feb 2019, 1 yr</p>

	<ul style="list-style-type: none"> • I develop multiple web pages using Angular for the frontend and Java with Spring for the backend. • Learned how to work with a big team using agile methodologies. <p>Assistant professor of introduction to programming II. Aug 2018 - Nov 2018, 4 mos</p> <ul style="list-style-type: none"> • I was in charge of helping the professor in class and to correct some exercises the students made. • Made a class on how to use git with GitHub. • Learned how to identified common programming mistakes
EDUCATION	<p>Software Engineering – Austral University – Buenos Aires, Argentina (2016-2021)</p> <ul style="list-style-type: none"> • Had a scholarship for three years <p>Informatique – Reutlingen University – Reutlingen, Germany (2019-2020)</p> <ul style="list-style-type: none"> • Studied abroad for six months. <p>CAE (Cambridge Advanced English)</p> <ul style="list-style-type: none"> • C1 english level
OTHER ACCOMPLISHMENTS	<ul style="list-style-type: none"> • Participated in multiple game jams always finishing them with a complete game. • Created a game in Java without using any engine for a class at Austral University. • Created a web simulation of the solar system using WebGL in my personal time. • I have a GitHub account with over 45 repositories.