Ignacio de la Vega

GAMEPLAY / AI PROGRAMMER IN C++ & UNREAL ENGINE

Contact Me

Mail
ignacio.delavega@ing.austral.edu.ar

Cellphone
+5491162240533

LinkedIn
https://www.linkedin.com/in/ignaciodlv/

Proyects

GitHub
https://github.com/nachodlv

Gitlab
https://gitlab.com/nachodlv

Portfolio

https://ignaciodelavega.com/

Summary

I'm a Lead Game Programmer specialized in AI oriented towards results. Currently working on a AAA game & prev on Fortnite. I have vast knowledge in Unreal Engine & experience developing two shipped mobile games using Unity.

Skills

- Pathfinding & creation of custom Navigation 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

LEAD 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 *Nawaiam*, 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.