Ignacio de la Vega

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SUMMARY		Gameplay programmer, specializing in C#, Unity, Java and C++. Shipped one 2D mobile game in Unity.
SKILLS & ABILITIES		● Highly skilled using Unity. ● Experience using Unreal Engine 4. ● Experience using Firebase ● Experience programming with C#, Java, C++ Javascript, Typescript and Dart. ● Experience programming backends with Java Spring and Scala Play. ● Experience programming mobile applications with Android and also Flutter.
RELEVANT EXPERIENCE		**Game Developer, Tiarg** Apr 2020 - present ● Continue develop of Nawaiam, a mobile 2D game made with Unity ● I am currently working with Firebase authentication **Game Developer, Sirius Software SAS** Feb 2019 - Sep 2019, 8 mos ● 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. **Full-stack Developer, Sirius Software SAS** Mar 2018 – Feb 2019, 1 yr ● 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. **Assistant professor of programming introduction II.** Aug 2018 - Nov 2018, 4 mos ● 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 **Optimist trainer.** Mar 2017 - Mar 2018, 1yr ● I taught between 7 people to sail in Optimist. ● I learned to lead and to transmit my knowledge to other people.
EDUCATION		**Software Engineering – Austral University – Buenos Aires, Argentina (2016-2020)** ● Have a scholarship for three years

		Informatique – Reutlingen University – Reutlingen, Germany (2019-2020) ● Currently studying abroad for six months. **CAE (Cambridge Advanced English)** ● C1 english level
OTHER ACCOMPLISHMENTS		● 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 more than 25 repositories.