Ignacio de la Vega

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Games I made - Portfolio: https://nachodlv.github.io/nachodlv/,
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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	- 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	**Semi Senior Unreal Engine Developer, Nimble Giant Entertainment** Dic 2020 - present - Aug 2021 - Now: Working on a AAA multiplayer CO-OP survival shooter - 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 - Development of new features - General bug fixing and maintenance. **Unity developer, Widow Games** Oct 2020 - Dic 2020, 3 mos - 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. **Game Developer, Tiarg** Apr 2020 - Sep 2020, 6 mos - 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 introduction to programming 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
EDUCATION		**Software Engineering – Austral University – Buenos Aires, Argentina (2016-2021)** ● Had a scholarship for three years **Informatique – Reutlingen University – Reutlingen, Germany (2019-2020)** ● Studied 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 over 45 repositories.