DANILO SANTIAGO VANEGAS

UNITY | UNREAL GAME DEVELOPER

Game Developer with a degree in Digital Entertainment Engineering and over six years of experience using Unity, C#, and Unreal Engine. Worked on a variety of platforms, including VR, AR, PC, and mobile. I have participated in Global Game Jams and worked for both local and international companies. My experience allows me to work effectively in small or large teams and to adapt to different agile methodologies and systems of work.

SKILLS

- Game Engines: Unity Engine - Unreal Engine
- Languages: C# - C++ - Blueprints - JavaScript - React - NodeJS
- Source Control: Git - Perforce - Unreal Game Sync
- Project Management: Jira - Confluence - Miro
- Development Tools and Technologies: LucidChart - Postman - Gateway - Cognito

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EDUCATION

GAME DEVELOPER
Digital Entertainment Engineering
Universidad Pontificia Bolivariana | 2014 - 2020

ENGLISH LANGUAGE
THRESHOLD
Universidad Pontificia Bolivariana | 2021

TECHNICAL PROGRAMMER
Redecomputo | 2009

EXPERIENCE

LIFE IS THE GAME
Senior Unity Game Developer, 2023 – Present

- Collaborating with the team to develop a golf simulator experience using Unity.
- Implementing core gameplay mechanics, including player controls, swing mechanics, ball physics, and course interactions.
- Optimizing game performance for smooth gameplay.
- Participating in team discussions and providing insights for ticket estimation.
- Identifying areas of tech debt and promoting codebase maintainability and efficiency.

- Testing and debugging the game to create bug tickets for issue resolution.
- Participating in code reviews to improve code quality and maintainability.
- Collaborating with the project manager to ensure project milestones and deadlines are met.
- Communicating with the team regarding technical requirements and potential improvements.

OPTIC POWER

Mid Unity | Unreal Software Engineer, 2021 – 2023

- Collaborated with the game design team to implement combat mechanics and systems.
- Developed and maintained combat-related gameplay features, including AI, player abilities, and weapons.
- Optimized combat-related code and systems for performance.
- Integrated combat animations and visual effects into the game.
- Assisted in creating and maintaining combat-related tools and systems.
- Communicated with team members to coordinate and prioritize tasks.
- Identified and addressed potential issues related to combat implementation and proposed solutions.

NEDIAR

Mixed Reality Unity Developer, 2021

- Translated project requirements into technical specifications and features for mixed reality applications.
- Created and estimated tickets for various development tasks, including feature implementation and bug fixes.
- Collaborated with the PM to gather requirements and clarify project scope.
- Implemented core functionalities like spatial mapping and gesture recognition for HoloLens interactions.
- Optimized applications for performance, frame rate, and memory usage.
- Tested and debugged the XR experience on HoloLens 2 to resolve user experience and functionality issues.
- Maintained version control and ensured code quality through efficient programming practices.
- Collaborated with artists, 3D modelers, and backend developers to integrate assets and services into the XR experience.

DREAM HOUSE

AR | VR Unity Developer, 2019 – 2021

- Collaborated with designers, artists, and developers to implement VR gameplay mechanics, user interactions, and UI elements in Unreal Engine projects.
- Integrated VR hardware and SDKs (Oculus, SteamVR) for seamless experiences.
- Tested and debugged VR experiences to ensure user experience, performance, and compatibility.
- Created and maintained documentation for VR development processes and best practices.
- Assisted teammates in problem-solving and troubleshooting throughout the development process.
- Optimized AR | VR applications for superior performance and smooth frame rates.
- Implemented VR-specific features like locomotion systems and hand tracking.
- Conducted testing and debugging to resolve user experience and performance-related issues.
- Assisted in integrating VR elements into simulator development.

CONTACT

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