



JAVIER E. SOSA FUCH

GAME DEVELOPER

CONTACT

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SKILLS

- Problem-solving
- Critical thinking
- Adaptability
- Teamwork
- Effective communication

LANGUAGES

- English (Advanced)

PROFILE

Software developer with over 4 years of experience. I started as a frontend web developer, progressed to Tech Leader, and currently focus on game development. My career reflects a constant adaptation to new challenges and a passion for creating innovative solutions across different areas of technology. I am known for my creativity when it comes to problem-solving, always with a focus on delivering quick and effective solutions that make a positive impact on projects.

WORK EXPERIENCE

Trick Studio

Fortnite Map Developer (UNREAL ENGINE) NOV 2024 - PRESENT

- Designed and developed interactive Fortnite maps using Verse and Unreal Editor for Fortnite (UEFN). Created custom tools and systems, such as a daily reward system, to enhance gameplay and user experience. Proficient in map design, interactive mechanics, and innovative feature implementation.
- Key Skills: Verse, UEFN, Map Design, Custom Tool Development.

Unity Developer

DiC 2023 - NOV 2024

- Developed playable and optimized game prototypes (MVPs) with a focus on multiplayer using NetCode. Delivered high-quality, performance-optimized solutions within deadlines.
- Skills: Unity, NetCode, MVP Development, Prototyping, Multiplayer, Optimization.

Wisboo

Teach Leader

FEB 2022 - JUN 2024

Led the technology team in the Money Cell, combining technical and managerial roles. As a frontend developer, I implemented solutions and fixed bugs using AngularJS, focusing on areas such as purchases, sales, subscriptions, and payment methods.

- Organized and assigned tasks using Jira.
- Created and maintained technical and functional documentation.
- Reviewed and assigned bug resolution.
- Provided technical vision to the product team.
- Represented the Cell in corporate meetings.

Key Skills: AngularJS, Angular, Jira, Confluence, HTML, Microservices, Scrum, SASS, Figma, Frontend Development.

Fullstack Developer

MAY 2021 - FEB 2022

- Contributed to maintaining and improving a platform that enables users to create their own academies.
- Collaborated with an expert team, learning and growing professionally.
- Technologies: AngularJS (Frontend) and Ruby on Rails (Backend).

Ohmunity

Fullstack Developer

OCT 2020 - APRIL 2021

Developed a mobile app connecting yoga teachers and studios with students across the U.S. using Apache Cordova, TypeScript, Hasura, and Express. Implemented testing with Cypress, Jest, and Storybook. Quickly learned new technologies, delivering clean and efficient code.

EDUCATION

UTN

University Technical Degree in Development
and Production of Video Games

FEB 2025

A technical degree focused on video game creation, covering design, programming, art, and production. Graduates gain skills in:

- Development of game engines and tools.
- Programming in languages such as C++, C#, and Python.
- Designing narratives, characters, and game mechanics.
- Integration of 2D/3D art and animations.
- Project management and teamwork using agile methodologies.

UTN, recognized for its practical approach and strong industry connections, provides up-to-date and comprehensive training to enter the growing video game market.

Henry Bootcamp

JUN 2020 - SEP 2020

Fullstack Web Developer

An intensive online program that simulates a real work environment, preparing me for a career in IT.

First two months: Intensive training in Frontend and Backend technologies.

Third month: Development of an E-commerce platform from scratch in a multidisciplinary team of 5-6 people.

Fourth month: Internship with hands-on experience in a professional setting.

Collaborative projects: Teamwork to solve technical challenges and develop functional applications.