STIVEN ARIAS GIRALDO

Junior Programmer
Software Engineering - Videogames Development

@ starias2797@gmail.com   Github - StAincrad   in Linkedin   Portfolio

EXPERIENCE

Junior Software Engineer
HISPlayer & NexPlayer

📅 Oct 2022 – Sep 2024   📍 Spain - Madrid

- Video Streaming Player SDK for Unity and Unreal Engine
- Integration of native plugins for different platforms: Android, iOS, WebGL, Windows + UWP, macOS and visionOS
- Unity and Unreal code obfuscation, packaging, sampling and QA
- Project and task management; adaptability to priority changes
- Customer support

Junior Internship Programmer - Unity
Labotec Games

📅 Sep 2021 – Nov 2021   📍 Spain - Madrid

- TCP-IP jobs for a PC videogame
- UI logic and visual programming for a mobile videogame
- Design and management during the development process

MAIN COLLEGE PROJECTS

- Dopplebanger – **C++ Visual Studio 2019**
  - **Scrum Master**: project administration, including managing the GDD.
  - UI behaviour and logic; Gameplay HUD
  - Developed the core architecture for game logic
  - Integrated a tracker to collect analytics within the game

- Papagayo Games – **C++ Visual Studio 2019** – Game Engine and Games (CyberStork, Bat the Bird)
  - **Scrum Master**: project administration, including managing the GDD
  - Developed core architecture and physics system for the game engine
  - UI logic and GameState management for multiple games

- CoreWar UCM – Final Degree Project - **C# Unity, JetBrains Rider**
  - **Scrum Master**: administration of the project; Developed the final project documentation
  - UI logic and visual effects
  - Resource research, testing, and integration; created and optimized UI assets using Photoshop

- Towertido – **JS Visual Studio Code + Phaser**
  - **Scrum Master**: led project administration and managed the Game Design Document (GDD)
  - Collaborated on programming tasks, contributing to game logic and features (group of 2 people)

- Goblin Slayer – **C# Unity**
  - Designed and implemented character/enemy behavior, animations, and UX
  - Developed Gameplay HUD and UI logic for menus
  - Managed and handled the Game Design Document (GDD) for the project

- Automatic Learning Project – **Python Visual Studio Code**
  - Implemented logistic regression, neural networks, and SVM models to classify physical data from approximately 14,000 subjects
  - Analyzed results and compared models to determine the fitness training score of individuals

EDUCATION

Data Analyst Course
Udemy

📅 Dec 2024

Videogames Development Bachelor's Degree
Universidad Complutense de Madrid

📅 Sept 2018 – June 2023

Videogames Design and Development Course
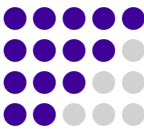**Deusto Formación**

📅 Jan 2018 – May 2018

PROGRAMMING LANGUAGES

Unity C#   ●●●●●
C# / C++ / Java (Android Studio)   ●●●●○
Python   ●●●○○
JS / Swift / Objective-C   ●●○○○

LANGUAGES

- **Spanish: Native**
- **English: B2-C1**
- **Romanian: A1**

PERSONAL PROFILE

🏆 **Versatile**
I'm very flexible to adapt to different roles and task

💗 **Passion & work**
I really do my best for the project. I am a very committed person

📈 **Always learning**
I like to learn as much as I can

👥 **Teamwork**
I have also worked in other different areas from programming world, so I highlight fellowship and my high capacity to work in a group

PREFERENCES

- Fully remote job