




STIVEN ARIAS GIRALDO

Junior Programmer
Software Engineering - Videogames Development

@ starias2797@gmail.com  Github - StAincrad  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

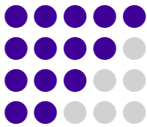
PROGRAMMING LANGUAGES

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