Tiago Alvarez Schiaffino
Software Developer

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Personal Statement

Growing up with PCs and the internet opened doors to my passion for coding, creating solutions for clients facing problems. I strongly emphasize the paramount importance of delivering top-tier software solutions.

My experience spans the technical spectrum to the most tangible concepts, and I enjoy working on innovative products that meet users' needs.

The insatiable curiosity to understand everything drives me toward constant improvement. That's why I always seek opportunities to learn and embrace new challenges.

Helping others, regardless of the reason, brings me joy. This is why I'm looking for a new step in my career: to dedicate myself to this activity full time and make an impact by passing on my experience.

Work Experience

Parallax Games – Buenos Aires, Argentina   Apr 2024 – Present

Lead Technical Game Developer [Indie Video Games Studio]

Responsibilities

  • Lead and coordinate the development of gameplay, ensuring alignment with project goals and requirements.

  • Focus on the development and optimization of game graphics, including visual effects, rendering, lighting, and shading.

  • Responsible for implementing and optimizing physics systems in the game, including collisions, rigid body simulation, particles, and fluid dynamics.

Key Accomplishments

  • Streamlined gameplay development processes and solved technical challenges, resulting in improved efficiency and reduced development time.

  • Implemented advanced AI systems that significantly improved non-player character behavior, enhancing gameplay depth and realism.

  • Enhanced graphical fidelity and performance, resulting in a more immersive and visually appealing gaming experience. Successfully translated design concepts into playable mechanics

Unify - London, United Kingdom   Mar 2024 – Present

Machine Learning Engineer [Software Development]

Responsibilities

  • Development and implementation of machine learning algorithms, ensuring adherence to project objectives and respective tasks.

  • Collaborating with cross-functional teams to integrate models into production systems.

  • Researching and experimenting with new techniques and technologies to improve model performance.

Key Accomplishments

  • Optimized machine learning pipelines and solved problems into the model, resulting on an accuracy reduction in training time.

• Improved significant predictive performance across various metrics, by applying advanced algorithms.

• Work in pair to understand business needs and translate them into actionable software solutions, resulting in measurable impact.

No Country – Buenos Aires, Argentina   Jun 2023 – Apr 2024

Frontend Developer – Team Leader [IT Services and Consulting]

Responsibilities

• Developed web apps using different tools and software's, often learning them on the fly. Faced the challenge of meeting strict one-month deadlines and filling roles where expertise was scarce, as team compositions were randomized.

• Collaborated closely with the backend team to establish seamless connections.

• Worked in an agile environment following Scrum methodology, focusing on the visual and functional aspects of the interface.

• Worked on the responsive design and various functionalities. Implementing key features such as login procedures, user registration, transfers, and deposits.

Key Accomplishments

• Successfully conquering the MVP development and delivered an impactful project presentation.

• Did the visual presentation of the projects, including editing and providing demo showcases. Additionally, having significant influence over the design and nomenclature of the projects, ensuring a compelling and memorable user experience.

• Improved user interactions through the implementation of well-executed features, including login, user registration, transfers, and deposits.

• Introduced some features such as avatars, personalized chats, and evocative "Zumbido"-inspired on old Messenger conversations.

• Achieve user privacy by concealing identities and offering customizable interest-based pins for connections, maintaining anonymity through a sophisticated matching mechanism.

GAO Tek. Inc., New York, United States   Apr 2023 - Sep 2023

Software Developer [Test and Measurement Equipment Supplier, B2B Tech Supplier]

Responsibilities

• Critical initiatives in the GAO IoT system, being part of the migration of code to Flutter. Addressed pre-existing issues, optimized the app for BLE technology, and collaborated on integrating Google OAuth 2.0 for event tracking in the GAO BPN mobile app. Deployment of locations for event tracking or navigation on the main panel.

• Managed a technical support system and did WordPress articles covering diverse topics, from motor vehicle manufacturing to medical and diagnostic laboratories, crop production, and custom furniture. This role also included overseeing SEO and Digital Marketing techniques.

• Used Google Data Sheets, Flutter, Dart, Kotlin, WordPress and SQL into this process.

Key Accomplishments

• Implemented comprehensive testing protocols, resulting in a robust and error-free application.

• Delivered dynamic presentations that effectively communicated complex technical concepts.

• Received commendation from the staff for clear and engaging presentations during team meetings and project updates.

• Recognized as the Best Employee of my group of work.

TroPC - Buenos Aires, Argentina   Feb 2018 – Dec 2021

Pc Technician [Tech Repair Shop, Local Business]

Responsibilities

- PCs optimizations, cleaning, assembly, and solving any type of technical problem.

- Fixing hardware and software issues.

- Diagnostic testing to identify and address performance bottlenecks.

- Managed hardware stock components, assuring that availability of necessary parts for repairs.

- Customer service, addressing inquiries and concerns with professionalism.

Key Accomplishments

- Successfully migration of PC hardware tasks, resulting in operational efficiency and a notable reduction in downtime.

- Conducted thorough physical checks on hardware components, addressing issues promptly, and ensuring the seamless integration of components. This significantly improved the reliability and performance of assembled packages.

- Optimized the hardware deployment process, fostering improved communication and coordination.

- Delivered exceptional customer service, addressing inquiries and concerns with professionalism.

Project Work

- *Connect4 AI (2024):* Developed Connect4, featuring advanced algorithms like MinMax and Alpha-Beta for strategic decision-making. Enhanced gameplay with a mobile version, showcasing innovative approaches to AI, heuristics, and network strategies. C++, Kotlin.

- *AI Decora (2024):* Developed an AI Interior Design app. Fast prototyping and integration, resulting in a complete solution capable of generating new room designs based on user-provided images and prompts. Next.js, Replicate.

Skills

- Team Player
- Fast Learner
- Lean Mindset
- Abstract Thinking
- Problem Solving
- Agile Principles
- Adaptability
- Project Management
- Active Listening
- Fellowship
- Change Management
- Strategic Planning
- Pragmatic Thinking
- Object-Oriented Programming (OOP)
- Test-Driven Development (TDD)
- Domain-Drive Design (DDD)
- Unreal Engine
- GameMaker Studio

- Python
- JavaScript
- TypeScript
- C++
- Solidity
- Kotlin
- Dart
- Astro
- React
- Next.js
- Flutter
- Node.js
- Three.js
- Pytorch
- Tensorflow
- MySQL
- SQL
- PostgreSQL
- MongoDB

- Docker
- Firebase
- Tailwind
- MaterialUI
- Zustand
- SASS
- Figma
- Jira
- Excalidraw
- WordPress
- Tableau
- Google Analytics
- Adobe Premiere Pro
- Adobe Photoshop
- Adobe Illustrator
- Blender
- Cinema 4D
- MotionBuilder
- Maya

Education

University of Buenos Aires (UBA) – Buenos Aires, Argentina   Mar 2021 – Present

B.D. in Computer Engineering

Cristo Rey Institute – Buenos Aires, Argentina   Feb 2016 – 2021

GCE. in Administration and Economics

Languages

- Spanish, English, Portuguese and German

Awards and Certificates

- Cambridge FCE
- Game Localization Workshop & Seminar
- Google Data Analytics on Coursera
- Cybersecurity (Pentesting) Workshop
- Project Management Seminar
- Audiovisual Translation and Dubbing (English to Spanish and Spanish to English) Workshop & Seminar
- Digital Marketing Workshop & Internship