



# VICTOR ROSAS

## GAME DESIGNER/PROGRAMMER

### CONTACT

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 [Portfolio](#)

### ABOUT ME

Hello, I'm Victor Rosas, a game developer with a strong background in C# and Unity, as well as C++ and Unreal Engine.

I'm a game developer committed to creating captivating and innovative gameplay experiences. With a strong attention to detail and dedication to quality, I consistently deliver results that exceed expectations.

I enjoy tackling complex challenges and continuously seek opportunities to learn and improve.

When I'm not developing games, I stay up-to-date with industry trends, explore new technologies, and find inspiration in the world around me.

### LANGUAGES

Español: Native

Inglés: Advanced

C1 Level

Portuguese: Basic

### EXPERIENCE

#### Sudaka Games (Internship)

August - December 2022

- Designed and fixed 9 game levels to enhance player experience, using skills in level design and critical thinking to identify and solve complex challenges.
- Developed approximately 20 new scripts in C# to improve gameplay, including AI and randomizing features, resulting in a 50% reduction in bugs and a more engaging and immersive player experience.
- Improved UI placement and design by at least 40%, resulting in a more seamless and user-friendly experience for players.
- Contributed to at least 50% of the new game content and features, collaborating with team members to drive innovation and improve overall game quality.

### EDUCATION

2022 Game Designer

University Andrés Bello. Santiago, Chile.

### SKILLS

I have over 2 years of experience developing games and interactive applications using both C# and Unity, as well as C++ and Unreal Engine. My expertise in these technologies allows me to create engaging and innovative game experiences.

I have created the following using C# and Unity:

- A 2D platformer game
- A 3D Beat 'em up
- A cooperative online puzzle game
- A VR medieval horde fighting game
- A house cleaning simulator for the Covid-19

With C++ and Unreal Engine, I have:

- Developed a 3D cinematic experience
- Created a first person shooter game