

# ULISES JAVIER ALVARENGA

## GAME DEVELOPER

### EXPERIENCE

#### VR GAME DEVELOPER

##### Studio Soup

01/2024 to PRESENT

- VR, MR, XR Game Programmer.
- Focused on implementing clean code following SOLID principles and utilizing Design Patterns with **OpenXR** and **OculusSDK** for enhanced immersive experiences.

#### UNITY GAME DEVELOPER

##### F.a.R TEAM

11/2022 to 01/2024 (1 year, 2 months)

- Worked on 3D and 2D projects.
- Engaged in code refactoring and optimization, incorporating SOLID principles and Design Patterns.

#### UNITY GAME DEVELOPER

##### FREELANCE


06/2021 to PRESENT

- 2D, 3D, VR.
- Mainly engaged in bug fixing and system implementation.
- Also engaged in consultation, refactorization and optimization.

### CONTACT

 [linkedin.com/in/alvarenga-ulises/](https://www.linkedin.com/in/alvarenga-ulises/)

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### SKILLS

#### UNITY ENGINE

I have 3 years experience using Unity as main tool.

#### OpenXR, OculusSDK

Proficiency in VR development focused In Meta Quest.

#### C#, Python

Expertise in OOP languages.

#### SCRUM, Trello, Git

Experience in project management tools.

### FORMATION

#### BACHELOR DEGREE IN COMPUTER SCIENCE NATIONAL UNIVERSITY OF QUILMES 2022-PRESENT

#### GAME DESIGN AND GAME PRODUCTION GOVERNMENT OF BUENOS AIRES 2021 - 2022 (4 months)

### LANGUAGES

#### SPANISH NATIVE

#### ENGLISH B2 CERTIFICATED - PROFESSIONAL PROFICIENCY