MEDELLÍN UNITY
USER GROUP
InterAction
MEDELLIN

Résumés, Portafolios Entrevistas y Networking.

Santiago Alvarez :)

AGENDA

1. ¿Quién soy y por qué hago esto?
2. Sobre résumés
3. Portafolios - El résumé con esteroides.
4. Entrevistas - Una habilidad más
5. Sobre Networking

Terminología

Résumé ≠ Hoja de vida

=

Curriculum Vitae (CV)

Santiago Alvarez

Software Engineer

GSN games

TIMBA GAMES

COCODRILO DOG GAMES

¿Por qué hago esto?

68

Résumés enviados entre

Dic 2016 - Feb 2018

63 semanas

entre

Dic 2016 - Feb 2018

1 résumé

por

Semana

24 de los 68

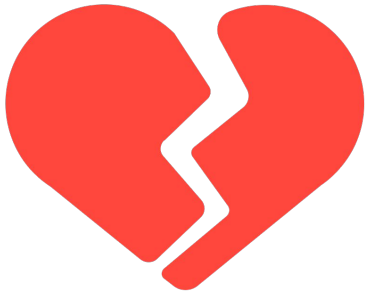
Respondieron mi correo

4

Ofertas de trabajo

64

Rechazos



¿Por qué hago esto?

Porque tengo experiencia fallando en ello, he ido aprendiendo y quiero compartirlo.

Sobre Résumés

El propósito de un résumé es darte una entrevista.

“¿Cómo esto va a hacer que consiga una entrevista?”

Sobre reclutadores

- Nadan en résumés, 50 résumés diarios.

- También son empleados, con metas y tiempo limitado.

Ni siquiera Elon Musk necesita más de una página

Elon Musk

Entrepreneur, Engineer, Inventor, and Investor

elon@teslamotors.com
620-681-5000
Los Angeles, USA
@elonmusk

Aiming to reduce global warming through sustainable energy production and consumption.
Planning to reduce the risk of human extinction by making life multi-planetary and setting up a human colony on Mars.

WORK EXPERIENCE

Founder, CEO & Lead Designer
SpaceX - Space Exploration Technologies

06/2002 - Present — *Howthorne, USA*

Accomplishments

- Successfully launched Falcon Heavy, the most powerful operational rocket in the world by a factor of two, with the ability to lift into orbit nearly 64 metric tons (141,000 lb) -- a mass greater than a 737 jetliner loaded with passengers, crew, luggage and fuel.
- Plans to reduce space transportation costs to enable people to colonize Mars.
- Developed the Falcon 9 spacecraft which replaced the space shuttle when it retired in 2011.

Founder
The Boring Company

12/2016 - Present — *Hawthorne, USA*

Accomplishments

- Raised $10m by selling 20.000 flamethrowers in 4 days.
- Raised $1m by selling 50.00 baseball caps.
- Hyperloop -- an ultra high-speed underground public transportation system in which passengers are transported on autonomous electric pods traveling at 600+ miles per hour in a pressurized cabin.

CEO and Product Architect
Tesla Inc.

2004 - Present — *San Mateo, USA*

Accomplishments

- Global sales passed 250,000 units in September 2017.
- Consumer Reports named Tesla as the top American car brand and ranked it 8th among global carmakers in February 2017.
- Topped Consumer Reports Annual Owner Satisfaction Survey at 91% in 2016.

Co-Founder and Former Chairman
SolarCity (subsidiary of Tesla Inc.)

06/2006 - Present — *San Mateo, USA*

Accomplishments

- Merged the company with Tesla Inc. and now offers energy storage services through Tesla, including a turnkey residential battery backup service that incorporates Tesla's Powerwall.
- In 2015, installed 870MW of solar power, approximately 28% of non-utility solar installation in the U.S. that year.

Founder & CEO
Neurolink

07/2016 - Present — *San Francisco, USA*

Vision

- A company aims to make devices to treat serious brain diseases in the short-term, with the eventual goal of human enhancement.

SKILLS & COMPETENCIES

Thinking through first principles · Marketing · Micromanagement · Goal oriented · Resiliency · Future focused · Leadership · Creativity · Time Management · Persistence · Turning ideas into companies · Long-term thinking

ACHIEVEMENTS & CERTIFICATES

53rd Richest person in the world - Forbes (2018)

21st on the Forbes list of The World's Most Powerful People (2016)

IEEE Honorary Membership (2015)
Given to people who have rendered meritorious service to humanity in the IEEE's designated fields of interest.

Businessperson of The Year by Fortune Magazine (2013)

FAI Gold Space Medal (2010)
One of the highest honors in the aerospace industry shared with prominent personalities like Neil Armstrong and John Glenn.

Honorary Doctorate in Design from the Art Center College of Design

Honorary Doctorate (DUniv) in Aerospace Engineering from the University of Surrey.

Honorary Doctorate of Engineering and Technology from Yale University

INTERESTS

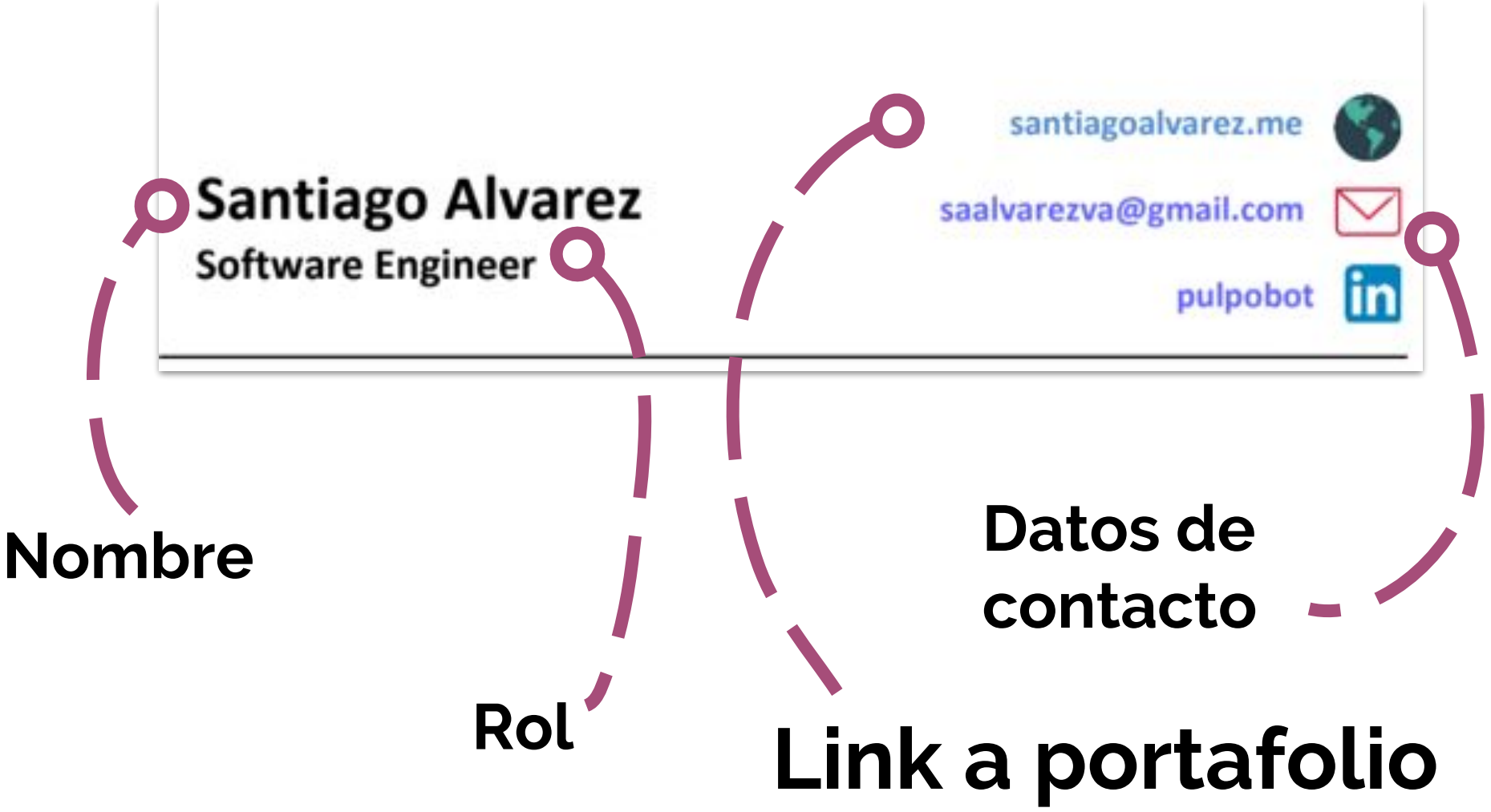
Physics · Alternative Energy · Sustainability · Space Engineering · Philanthropy · Reading · Twitter · Video Games · Extraterrestrial Life · AI

novoresume.com

—

Hace más rápida la lectura de tu résumé

“¿Cómo esto va a hacer que consiga una entrevista?”


Santiago Alvarez
Software Engineer
santiagoalvarez.me
saalvarezva@gmail.com
pulpobot
Nombre
Rol
Datos de contacto
Link a portafolio

Work Experience

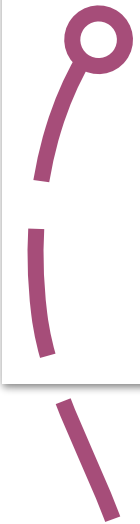
- **Software Engineer (Contract),** ***GSN Games*** *03/2018 – Present: Remote*
  - Support and develop features for the WorldWinner app.
  - Give support to different HTML5 games.

- **Software Engineer,** ***Timba Games*** *12/2016 – 03/2018: Onsite*
  - Develop gameplay features for multiple work for hire projects.
  - Part of the team who developed *Puppet Kings*.
    - In charge of the design and development of multiple in-house tools.
    - Programmed the behavior of two of the main bosses.

Experiencia de trabajo más reciente y más relevante

Gameplay and UI Programmer, *Cocodrilo Dog Games*

- Part of the team who developed *Moana: Rhythm Run*.
  - Extended core functionalities to some of the Main Characters' ar
  - Worked on multiple UI functionalities: Main Menu, Scrollable Ma
  - Programmed a modular system to create random-loopable level
  - Cut, trim and export 2D assets.
  - Optimized most of the images/textures to reduce the app size.
  - This title was featured by Apple.



Tareas y logros, no tecnología.

¨Diseñé los primeros 3 niveles de Warrior Rush¨

vs

¨Unity¨

Tareas y logros, no tecnología.

Tools and Skills

- Unity, C#, Git, Photoshop, Unity Editor Extension, C++

Habilidades y competencias

Keyword Matching.

“¿Cómo esto va a hacer que consiga una entrevista?”

Education

- **Bachelor in Software Engineering**, Universidad Nacional de Colombia - *January 2010*

Achievements & Certificates

- IELTS Certificate: CEFR Level: C1 (2017), International English Language Testing System.
- Certificate of Completion: C++ Course (2017), SoloLearn - #1051-376462.
- Certificate in Video Games Development - Vivelab at RutaN (2014), Universidad de Medellín
- Certificate in Game Development with Windows & Unity - Microsoft AppUniversity (2014).
- Certificate in Video Game Design, Organization and Evaluation, and Gamification - Univers
- Certificate in Organic Modeling of Characters in Autodesk MAYA - SENA (2014).

Bonus Points: Estudios

Portafolios
El currículum con esteroides

Únicamente lo mejor y más actual.

Y nada de trabajos de la universidad!

Artistas

Especialmente importante! Un artista sin portafolio no es nada.

Programadores

← Aprendan de los artistas, ellos saben cómo vender visualmente una idea.

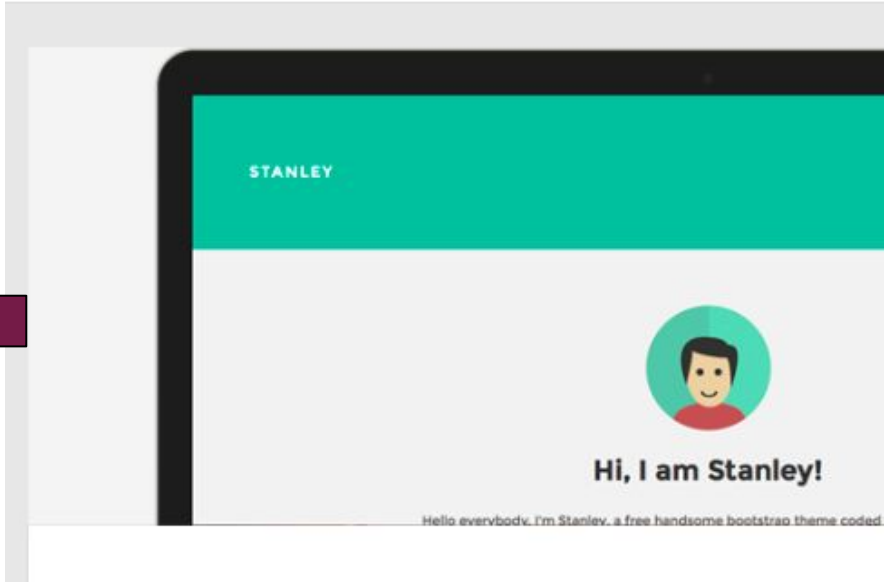
Artistas

Programadores

Lo barato, puede salir caro

Domain Renewal santiagoalvarez.me

PRICE	SUB TOTAL
	$18.99
$18.99	ICANN Fee$0.00
Sub Total	$0.00
TOTAL	**$18.99**



- *$18.99*
- *Free Template*
- *Fin de semana*

$57,000 COP

Entre más redes, más alcance, pero más esfuerzo de actualizar.

No mentir

Ni aquí ni nunca

Stalk

Aprender de los mejores, buscar sus portfolios, su actividad en linea (Twitter, LinkedIn, ArtStation, Webpage)

¨Santi ¿Qué pasa si yo no tengo nada que poner en mi portafolio?¨

Entrevistas
Una habilidad más

Practicar, practicar, practicar

Distintas entre empresas.

Varian entre 1 a 5 entrevistas distintas.

Ir preparado

Probar los juegos de la empresa, tener preguntas para el entrevistador. Demuestra interés.

Preguntas difíciles

¨¿Costo por hora?¨ - ¨¿Mayor falencia?¨

Networking

Es solo una conversación

Networking no es solo para subir escalones profesionales

Seamos amigos

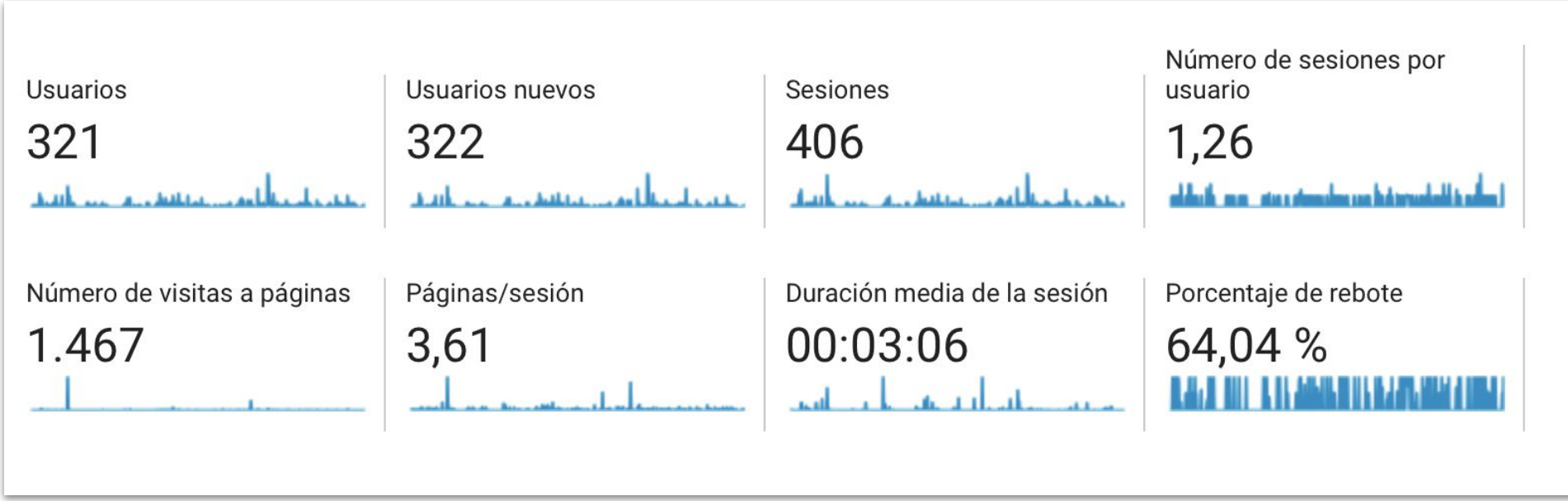
Publicidad no paga

Notas Finales

Entender que salió mal

¿La prueba técnica? ¿El english?

Es como vender juegos



Perseverar y seguir estudiando

Un poco cliché, pero después de 64 rechazos uno necesita recordarlo.

Q&A

OPEN MIC

Santiago Alvarez

@pulpobot

saalvarezva@gmail.com

santiagoalvarez.me