Sebastian Villarroel

Software Engineer | Web Development | Game Development

📞 437-838-4287

✉️ sebastian.gvg94@gmail.com

in /sebastian-villarroel

WORK EXPERIENCE

APPLY DIGITAL - Software Engineer

March 2023 - Present Day   Santiago, Chile · Toronto, ON, Canada

Built enterprise-grade digital experiences leveraging MACH architecture (Microservices, API-first, Cloud-native, Headless) and atomic design principles, delivering scalable front-end platforms for clients including Harvard Business School, Black & Veatch, and Curran.

CHEK - Senior Full-stack Developer

July 2022 - March 2023   Santiago, Chile

Integrated Banco Ripley's loan services into the Chek digital wallet, and developed a credit card management module for a new Mastercard product, covering lifecycle features from account display to debt payments.

REIGN - Senior Full-stack Developer

October 2020 - June 2022   Santiago, Chile

Developed multi-region websites for Millicom (Tigo) using headless CMS architecture, and built administrative portals for Santander Más Millas to manage prospects, partners, and campaign operations.

FERROCARRIL DE ANTOFAGASTA A BOLIVIA (FCAB) - Capstone Project

May 2020 - Sept 2020   Santiago, Chile

Developed a web application to manage rail personnel licenses and certifications, including an online quiz system for theoretical exam administration and validation.

REIGN - Senior Full-stack Developer

February 2020 - March 2020   Santiago, Chile

Built a dashboard system integrating with Jira Server API to calculate and visualize agile project metrics, supporting data-driven sprint reviews and retrospectives.

UNIVERSIDAD CATOLICA DEL NORTE - Senior Full-stack Developer

July 2019 - August 2019   Santiago, Chile

Optimized a predictive statistical model for the Academic Vice-rectory using machine learning, and built a web interface for academic data visualization and access.

PROJECTS

Project – Estimation of Regional Price Index

Sept 2019 – Jan 2020   Antofagasta, Chile

Collaborated with the Dean of Economics and Business Management to estimate Chile's Regional Price Index (RPI) using machine learning models and web scraping for data collection.

PROFILE

Software Engineer transitioning into Game Development, with 4+ years of experience building scalable, data-driven systems and interactive applications. Skilled in C++, C#, Unreal Engine, and Unity, I bring strong foundations in debugging, gameplay mechanics, engine architecture, and performance optimization. Experienced in cross-disciplinary collaboration with designers, artists, and producers to deliver engaging, stable, and technically sound experiences.

EDUCATION

HUMBER POLYTECHNIC

Advanced Diploma in Game Programming (2027)

Toronto, ON, Canada

UNIVERSIDAD CATÓLICA DEL NORTE

Bachelor's Degree in Computer Science and Engineering (2021)

Antofagasta, Chile

SKILLS

GAME DEVELOPMENT

C++, C#, Unreal Engine, Unity, Gameplay Programming, Engine Development, Physics Simulation, Object-Oriented Programming, Design Patterns, Rendering, Shaders, Gameplay Mechanics

PROGRAMMING & SOFTWARE DEVELOPMENT:

JavaScript, TypeScript, Node.js, React, Next.js, Content Management Systems, NestJS, REST APIs, Git, Agile Development

TOOLS & FRAMEWORKS:

Jetbrains IDEs, Unreal Blueprints, Unity Editor, GitHub, Jira, CI/CD Pipelines, Docker.

LANGUAGES

English, Spanish