AGUSTIN JESUS DURAND DIAZ

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SUMMARY

Results-oriented, highly-skilled and passionate senior software engineer with 10+ years of experience in software and game development. Strongly focused in problem solving and high quality code contribution. I like a lot C++, computer graphics and game engines a lot. As a side project, I'm creating a game engine from scratch.

PROFESSIONAL EXPERIENCE

Lead Game Developer

DeadMonkey, Inc | 09/2021 - Present
➔ Lead the software team
➔ Design new features and architecture.
➔ Implement and test new features.
➔ Technologies: Unreal Engine 4, C++.

Senior Software Engineer

MisoRobotics | 04/2021 - 09/2021
➔ Implemented and tested new Flippy's features.
➔ Technologies: ROS, C++, Python and Linux.

Software Architect

BairesDev | 04/2021 - 09/2021
➔ Senior C++/Python Engineer in a project related to robotics.

Senior L2 C++ Developer (Software Designer)

Globant | 11/2020 - 04/2021
➔ Client: Warner Bros.
➔ Implemented and tested rendering functionality for an UE4 plugin.
➔ Designed, implemented and tested functionality for a crash reporting system (UE4 Game).

Technology Lead

Infosys | 04/2020 - 11/2020
➔ Designed, implemented and tested mediation apps for Verizon using these technologies: **C++**, **Linux**, **Perl**, **SQL**.
➔ Led a dev team with developers from different countries (India and Peru).
➔ Tools: **Putty**, **Vim**, **Git** & **GitLab**.

Software Developer

Bamtang Games (Cancha) | 01/2016 - 03/2020
➔ Designed, implemented and tested many features (3D visualizer, statistics plots, DXF files loading, PDF report generation, etc) using these technologies: **C++**, **Qt**, **VTK**, **Assimp**, **Graphviz**, **SQLite**, **Python**, etc.

Game Developer

Bamtang Games | 02/2012 - 01/2016
➔ Designed, implemented and tested gameplay features, UI, and tools in more than 10 successful video games for international clients using these technologies: **AS3 (Flash)**, **JavaScript (HTML5)** and **Haxe (OpenFL).**
➔ Designed, implemented and tested the map editor tool and gameplay features for the first video game developed in Peru for PS4 and Xbox: Power Rangers.

https://github.com/VgTajdd/

https://vgtajdd.github.io/

https://www.linkedin.com/in/agustin-jesus-durand-diaz/

EDUCATION

Universidad Nacional de Ingeniería | Mechatronics Engineering (B.S. & Título Profesional) **| 2007 - 2012**
ICPNA | English (Advanced) **| 2009 - 2012**
USMP | Portuguese (Intermediate) **| 2016**

COURSES

Unreal Engine Blueprint Game Developer Online Course | GameDev.tv **| 2021**
Converting Blueprint to C++ | Epic Games **| 2020**
An In-Depth look at Real-Time Rendering | Epic Games **| 2020**
C++ Best Practices for Developers | LinkedIn Learning **| 2020**
C++ Advanced Topics | LinkedIn Learning **| 2020**
More courses and certifications on LinkedIn.

SKILLS

Languages: C++|C|Python|SQL|JavaScript|Perl|C#|AS3|Haxe|GLSL
APIs & Libraries: Qt5|VTK|Assimp|Qwt|Graphviz|OpenGL (GLFW, GLEW, GLAD)|FMOD|OpenFL|OpenCV
Software & Tools: Visual Studio|VS Code|Rider|UE4|Unity|Tortoise (Git & SVN)|CMake|Vim|Xampp
Version Control: Git|GitHub|GitLab|Subversion (SVN)
SO: Windows|Linux|macOS

SIDE PROJECTS

Univer Game Engine (private repository): Game engine written in **C++** using **OpenGL(GLFW), FMOD, ImGui, glm, etc**.
Plugin Manager: Cross-platform plugin manager developed in **C++.**
Jumping Jack: First game created with my game Engine (**Univer**) in only 1 week.
Simple Raytracer: Simple raytracer developed using pure **C++.**
SpriteSheet Generator: Bin Packing algorithm (recursion & binary trees) using **C++ & Qt**.
NeuroEvolver: Neuroevolution software written in **Python.**
Chess Engine: Chess engine written in **C++**.
Cubeland: 3D Game developed in **Unity**.
Rubik's Cube Simulator: Simulation of rubik cube written in **Haxe**.
Interview Problems: Interview problems solved in **C++**.

COLLEGE PROJECTS

Fruits and vegetables classifier: Implemented in **C++** (Digital processing of images and/**OpenCV**).
Robotic arm: Implemented using PIC16F877A and servo motors. Controlled by a computer program developed in **C#**.
PID tuning using Genetic Algorithms: Implemented in **C++**, this program generates values for a PID controller using GA.

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