

Agustin Jesus Durand Diaz

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SUMMARY

Results-oriented and passionate Software & Video Games Developer strongly focused in problem solving and high quality code contribution. I worked as a Video Game Developer for 4+ years, participating in at least 10 successful projects. Then, I worked as Software Developer for the latest 4 years developing the software Cancha. Now, I work as a Technology Lead designing, developing and testing mediation apps.

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 | Vim | Xampp | UE 4 | Unity | Tortoise (Git & SVN) | FlashDevelop | CMake

Version Control: Git | GitHub | GitLab | Subversion (SVN)

SO: Windows | Linux

PROFESSIONAL EXPERIENCE

Technology Lead | Infosys | **04/2020 - Present**

Design, implement and test mediation apps for international clients using this technologies: **C++, Linux, Perl, SQL.**

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 this technologies: **C++, Qt, VTK, Assimp, Graphviz, SQLite, Python**, etc.

<http://www.cancha.pe>

Video 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 this 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. <https://www.bamtang.com/games/console/power-rangers>

EDUCATION

Universidad Nacional de Ingeniería | Mechatronics Engineering (B.S. & Título Profesional) | **2007 - 2012**

ICPNA | English (Advanced) | **2009 - 2012**

USMP | Portuguese (Intermediate) | **2016**

SIDE PROJECTS

Univer Game Engine (private repository): Game engine written in **C++** using **OpenGL(GLFW)**, **FMOD**, **ImGui**, **glm**, etc.

NeuroEvolver (<https://github.com/VgTajdd/neuroevolver>): Neuroevolution software written in **Python**.

Chess Engine (<https://github.com/VgTajdd/chess>): Chess engine written in **C++**.

Cubeland (<https://github.com/VgTajdd/cubeland>): 3D Game developed in **Unity**.

Rubik's Cube Simulator (https://github.com/VgTajdd/rubik_openfl): Simulation of Rubik's cube written in **Haxe**.

Interview Problems (https://github.com/VgTajdd/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.

 <https://vgtajdd.github.io/>

 <https://github.com/VgTajdd>

 <https://www.linkedin.com/in/agustin-jesus-durand-diaz-19491128/>