AGUSTIN JESUS DURAND DIAZ

Phone: +51 964341757 | Email: aduranddiaz@gmail.com | Lima, Perú

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

Tech Lead

Isoforce Games | 05/2022 - Present

➔ Lead the software team (gameplay): software design and code reviews.

➔ Design, implement and test new gameplay features for a very important MVP.

➔ Technologies & Tools: Unreal Engine 5 (EOS, GAS, Networking), C++, Perforce, Rider.

Lead Software Engineer

DeadMonkey, Inc | 09/2021 - 05/2022

➔ Lead the software team: software design and management.

➔ Design, implement and test new gameplay features.

➔ Technologies & Tools: Unreal Engine 4, C++, Rider.

Senior Software Engineer

BairesDev | 04/2021 - 09/2021

➔ Client: **Miso Robotics**.

➔ Senior C++/Python Engineer in a project related to robotics.

➔ Implemented and tested new Flippy's features.

➔ Technologies & Tools: ROS, C++, Python and Linux.

Senior L2 C++ Developer (Software Designer)

Globant | 11/2020 - 04/2021

➔ Client: **Warner Bros Games (Mortal Kombat)**.

➔ Implemented and tested rendering functionality for an UE4 plugin.

➔ Designed, implemented and tested functionality for a crash reporting system.

➔ Technologies & Tools: Unreal Engine 4, C++.

Technology Lead

Infosys | 04/2020 - 11/2020

➔ Client: **Verizon**.

➔ Designed, implemented and tested mediation apps (backend).

➔ Technologies & Tools: C++, Linux, Perl, SQL, Putty, Vim, Git & GitLab.

https://github.com/VgTajdd/

https://vgtajdd.github.io/

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

Software Engineer

Bamtang Games (Cancha) | 01/2016 - 03/2020

➔ Client: Transmin.

➔ Designed, implemented and tested many features: 3D visualizer, statistics plots, DXF files loading, PDF report generation, etc.

➔ Technologies & Tools: C++, Qt, VTK, Assimp, Graphviz, SQLite, Python, etc.

Game Developer

Bamtang Games | 02/2012 - 01/2016

➔ Clients: **Disney, Namco Bandai, etc.**

➔ 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.

EDUCATION

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

➔ ICPNA | English (Advanced) | 2009 - 2012

➔ USMP | Portuguese (Intermediate) | 2016

COURSES

➔ **Unreal Multiplayer Master: Video Game Dev In C++ Course** | GameDev.tv | 2022

➔ **C++ Design Patterns: Behavioral** | LinkedIn Learning | 2021

➔ **SOLID** | Acámica & Udemy | 2021

➔ **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 certifications on LinkedIn.

TECHNICAL SKILLS

➔ Software design experience

➔ Game Engines & Games Architecture knowledge

➔ Game Engine Architecture knowledge

➔ Problem solving

https://github.com/VgTajdd/

https://vgtajdd.github.io/

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

SOFT SKILLS

➔ Leadership experience
➔ Planning and task estimation
➔ Agile development (Scrum)
➔ Communication between multidisciplinary teams

TECHNOLOGIES

➔ 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
➔ Tools: Visual Studio|VS Code|Rider|Tortoise (Git & SVN)|CMake|Vim|Xampp
➔ Version Control: Git|GitHub|GitLab|Subversion (SVN)
➔ SO: Windows|Linux|macOS
➔ **Gaming**: UE4 & UE5, GAS, PlayFab, EOS, GameLift, Perforce.
➔ Other Tools: Jira, Confluence, Trello, ClickUp, Fibery.

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++.
➔ Dependency Injection Container: Cross-platform dependency injection container 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.