

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 videogame programmer at Bamtang Games for about 4 years. In that time, I participated in at least 15 successful projects. Then, I worked as a software developer for about 4 years creating the software Cancha. After that, I worked as a Technology Lead at Infosys. I'm currently working as a Senior L2 C++ Developer (Software Designer) at Globant.

SKILLS

Languages: C++ | 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

Senior L2 C++ Developer (Software Designer) | Globant | **11/2020 - Present**

- # Implement rendering functionality to an Unreal Engine 4 plugin

- # Game crashes management (UE4)

Technology Lead | Infosys | **04/2020 - 11/2020**

- # Designed, implemented and tested mediation apps for international clients 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.

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 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**

SIDE PROJECTS

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

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.



<https://github.com/VgTajdd/>



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



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