

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.

SKILLS

Languages: C++ | C | Python | SQL | JavaScript | C# | AS3 | Haxe | GLSL

APIs & Libraries: Qt5 | VTK | Assimp | Qwt | Graphviz | OpenGL(GLFW, GLEW, GLAD) | OpenFL | OpenCV

Software & Tools: Visual Studio | Xampp | UE 4 | Unity | Tortoise(Git & SVN) | FlashDevelop | CMake

Version Control: Git | Github | Subversion(SVN)

PROFESSIONAL EXPERIENCE

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

Designed and implemented many features like 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**

Implemented game features for more than 15 successful projects for international clients using this technologies:

- **AS3|Flash** (web)
- **JavaScript|HTML5** (mobile/web)
- **Haxe|OpenFL** (mobile/PC/PS4/XBOX)

Implemented the map editor tool and gameplay features for they 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 in Github): Developed in **C++** using **OpenGL(GLFW), ImGui, glm**, etc.

NeuroEvolver (<https://github.com/VgTajdd/neuroevolver>): Neuroevolution software developed in **Python** using pygame, neat-python, box2d-py, etc.

Chess Engine (<https://github.com/VgTajdd/chess>): Chess engine developed 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 cube written in **Haxe**.

Interview Problems (https://github.com/VgTajdd/interview_problems): Collection of 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/>