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
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
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

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/