

# AGUSTIN JESUS DURAND DIAZ

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## # 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.

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## # 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.
- Implemented and tested rendering functionality for an UE4 plugin.
- Designed, implemented and tested functionality for a crash reporting system (UE4 Game).
- 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 (Cancho) | 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.

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## # EDUCATION

- Universidad Nacional de Ingeniería | Mechatronics Engineering (B.S. & Título Profesional) | 2007 - 2012
- ICPNA | English (Advanced) | 2009 - 2012
- USMP | Portuguese (Intermediate) | 2016

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## # 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.

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## # 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
- Tools: Visual Studio|VS Code|Rider|UE4|UE5|Perforce|Tortoise (Git & SVN)|CMake|Vim|Xampp
- Version Control: Git|GitHub|GitLab|Subversion (SVN)
- SO: Windows|Linux|macOS



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## # 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++.
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## # 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.
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