

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.

PROFESSIONAL EXPERIENCE

Lead Game Developer

DeadMonkey, Inc | 09/2021 - Present

- Lead the software team: software design and management.
- Design, implement and test new features.
- Technologies: **Unreal Engine 4, C++.**

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: **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: **Unreal Engine 4, C++.**

Technology Lead

Infosys | 04/2020 - 11/2020

- Client: **Verizon.**
- Designed, implemented and tested mediation apps (backend).
- Technologies: **C++, Linux, Perl, SQL, Putty, Vim, Git & GitLab.**

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: **C++, Qt, VTK, Assimp, Graphviz, SQLite, Python, etc.**

Game Developer

Bamtang Games | 02/2012 - 01/2016

- Clients: **Disney, Namco Bandai.**
- 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](#).



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



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



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

EDUCATION

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

ICPNA | English (Advanced) | **2009 - 2012**

USMP | Portuguese (Intermediate) | **2016**

COURSES

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](#).

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

Software & Tools: Visual Studio | VS Code | Rider | UE4 | Unity | Tortoise (Git & SVN) | CMake | Vim | Xampp

Version Control: Git | GitHub | GitLab | Subversion (SVN)

SO: Windows | Linux | macOS

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++**.

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.

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