

# Curriculum Vitae

## Personal Information:

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Citizenship: Argentinean  
Age: 37



## Detailed information:

## Employers:

Freelance at "Yelsi AG ", Zuger See, Switzerland 2005-2009

Team leader designer/developer "SeaStorm Studios", "Indie game development team" 2008-2009

Freelance Game Development 2010-2021

## Language abilities:

Spanish Mother language  
English Fluent written, intermediate spoken

## Experience (reversed chronological order):

**2005 – 2010 Yelsi AG (Freelance)**

4 years of experience developing Visual Basic solutions.

**Technologies used:** Visual Basic 6, C++

**Tools used:** Dotproject, MS Project Server, Team Foundation Server

**OS:** Windows

**2008-2009 SeaStorm Studios (Indie Game development)**

**Lead Programmer**

Pathfinding Systems, Decals Systems, Particle Manager Systems, AI Systems, Neural Network

**Technologies used:** C/C++, Ogre SDK, Ode SDK, Newton, Havok, Lua Scripting, Windows, Unity3d, C#, Java

**2009– 2010 Freelance (Game Development)**

InaneGames, Developing Unity3d Game Projects and Starter Kits. <http://inanegames.ca>

**2010 Indie (Game Development)**

Developing an Air combat flight simulator (Unity3d) <http://vimeo.com/17433488>

**Lead Programmer**

## **2010-2011 (Freelance)    Mobile Game (iOS)**

2d Tower Defense Game (No info due to a Non-disclosure Agreement)

## **2012-2014                    Mobile Game (iOS)**

Zombie Air Sniper: <https://vimeo.com/60497048>

Deadline zero seek-destroy: <https://vimeo.com/59791670>

Steel Rain: <https://vimeo.com/59792072>

Zombie Brain Eaters: <https://vimeo.com/59792074>

Call of the Zombie Sbombers: <https://vimeo.com/59792069>

Hostage Crisis: <https://vimeo.com/79688291>

## **2014-2016 (Personal Projects)**

Iron Madness: <http://store.steampowered.com/app/442220/>

Photon Shooter: <https://www.assetstore.unity3d.com/#!/content/73927> (Multiplayer Starter Kit using Photon PUN)

## **2016-2020 (Client Projects)**

The projects are not described here due to a Non-disclosure agreement.

**Technologies used:** Godot