Andres Felipe Ríos González

Full-Stack Developer |Blockchain & Game Developer

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8+ years of experience in blockchain, smart contract development, game integration, and full-stack engineering.

Professional Summary

Innovative and results-driven Blockchain Developer with 8+ years of experience specializing in building decentralized applications (dApps), smart contracts, and blockchain-based games. Expert in Solidity, Solana, Unity, and Unreal Engine, with a strong background in backend web development using Django and Node.js. Proven track record of delivering GameFi and metaverse projects with seamless blockchain integration.

Core Skills

- **Blockchain:** Smart Contracts, Solidity, Solana, Ethereum, Web3.js, Metamask, Tokenomics, dApps, lending/borrowing
- **Game Development:** Unity 3D, Unreal Engine, GameFi, NFT integration, Multiplayer Mechanics, 3DMax
- **Backend Development:** Django, Node.js (Express), RESTful APIs, PostgreSQL, MongoDB
- **DevOps & Tools:** Git, Docker, CI/CD, AWS, Firebase, IPFS
- **Others:** Metaverse Development, DeFi, Token Standards (ERC-20, ERC-721, SPL), Agile/Scrum
- **Fronend Development:** Next.js, Tailwind Css, React, Vue, Angular

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Professional Experience

Senior Blockchain & Game Developer
Blockchain Development And Consulting SAS | 2019 – Present

- Led development of several GameFi and metaverse projects using **Solana** and **Ethereum** smart contracts.
- Built NFT minting and staking platforms with in-game asset ownership and trading systems.
- Integrated Unity-based games with blockchain wallets and smart contracts.

- Developed backend APIs using **Django** and **Node.js** to support in-game transactions, user authentication, and admin dashboards.
- Collaborated with cross-functional teams to deliver high-quality and scalable dApps.

Blockchain Developer
Blockchain Development | 2016 – 2019

- Designed and deployed custom tokens and smart contracts using **Solidity**.
- Developed full-stack dApps and participated in DeFi protocol development.
- Integrated blockchain into web-based platforms for NFT marketplaces and decentralized exchanges.
- Implemented secure backend logic with **Express** and **Django**, managing databases and RESTful endpoints.

Frontend Developer

8F Lepanto Bldg. Paseo de Roxas, Makati City September 2017 - November 2017

Duties and Responsibilities:

- Building prototypes of new technologies that can be used to enhance existing applications used by the development team.
- Bug fixing and documentation.

Projects Handled:

- Univeral Push Notification Library - Developed using NodeJS with other packages to tie up Apple, GCM/FCM, AWS, Urban-Airship, Baidu, and Azure Push Notification services in one library and be able to use it as an API call.
- Report Generator - Developed using Sencha Touch, Spring Boot and Docx4j.
- API driven CMS Web Builder - In progress of development. built using GrapesJS - A drag and drop tool to build websites.

Selected Projects

MetaBattle Arena
GameFi PvP Metaverse Game

- Developed using **Unity** and **Solana**, with in-game NFT assets and staking.
- Deployed smart contracts for ownership and token rewards.
- Created backend using **Django**, supporting leaderboards, matchmaking, and admin tools.

ChainQuest
Adventure Game with NFT Integration

- Integrated NFT minting via **Solidity** smart contracts.
- Supported cross-chain assets and in-game NFT equipment.
- Used **Unreal Engine** for immersive gameplay and blockchain UI.

Education

Bachelor of Science in Computer Science
Universidad de los Andes (Uniandes) | 2015