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github.com/elopez7 (Portfolio)

Top Skills

C#
.NET Core
C++

Languages

English (Native or Bilingual)
Spanish (Native or Bilingual)

Certifications

Learning C++ Pointers
C++ Standard Template Library
C Essential Training: 1 The Basics

Esteban Lopez

C++ | Software Developer | Storyteller
London, Ontario, Canada

Summary

Software Development is my calling.

Ever since I can remember I have been curious about what makes technology work, not only how it works but also why it works. I am a software developer and through the years I have been building various projects that I am excited for you to see.

Besides my skill set, I heed to three core principles that I bring to any team, company or project.

Time Management – I plan my workday ahead prioritizing each task accordingly regardless of personal fears and desires.

Collaboration – I joined Toastmasters because I believe that a successful project is the product of good communication between all parties involved be it other developers or end users.

Professionalism – My code represents who I am, it is going to be read by other developers and be of use to users. My goal is for other programmers to see what I write and instantly know that I am committed to the craft.

Although I'm familiar with an array of programming languages and tools, C++ became the love of my life and I use it whenever I can. That is the reason why I am passionate about the Qt framework and Unreal Engine.

I'm also eager to meet other software developers in the area, so feel free to connect!

Experience

Race Roster

C++ Developer

October 2021 - Present (3 years 6 months)

London, Ontario, Canada

THE CITYWIDE GROUP

Software Developer

March 2021 - September 2021 (7 months)

EXAR Studios

Game Developer

August 2019 - March 2021 (1 year 8 months)

London, Canada Area

- Optimize code to extend product capacity; optimize and adjust 3D mo-cap animations;
- Develop custom back-end services to extract data from platforms and sensors to be utilized in the VR environment; interface with APIs;
- Work with product architecture teams to produce and integrate APIs into the Unreal Engine;
- Collaborate with other programmers to identify and correct errors by conducting trial runs, making appropriate changes and rechecking the program to ensure that the desired results are produced;
- Revise, repair or expand existing products and programs (on-site or off-site) to increase operating efficiency or adapt to new requirements;
- Meet with customers and end-users, collect feedback for further modification and improvement; Help customers track and evaluate the efficacy of VR solutions;
- Write end user and developer documentation such as users guide and API;
- Compile and document program development and subsequent maintenance and revisions, comment on coded instructions;
- Research sophisticated techniques.

PiratCo

Game Developer

June 2019 - March 2021 (1 year 10 months)

Toronto, Canada Area

Develop and maintain game mechanics.

Freelance/Personal Project

Game Developer

January 2019 - June 2019 (6 months)

London, Canada Area

<https://github.com/alienguard140/HousePrototype>

It doesn't have a proper name yet. This is the project I am currently working on. I am debating whether to explore psychological horror or memory loss in this project. It is my first medium scale personal project, so I am trying not to go too overboard with features that can come to bite later on.

Freelance/Personal Projects

Game Developer

September 2018 - January 2019 (5 months)

London, Canada Area

Coded a number of prototypes and game mechanics.

Experimented with emerging technologies.

Coded 2 full web based games using unity and C#

Follow its progress on GitHub: <https://github.com/alienguard140/HousePrototype>
