



SERGIO VLADIMIR GARCÍA GALVIS[nombre boton]

Senior Backend Gaming Engineer | Unity Specialist | Microservices Architect

 Bogotá, Colombia •  +57 313 809 0457 •  [svgarcia7895@gmail.com](mailto:svgarcia7895@gmail.com)

 LinkedIn: [linkedin.com/in/sergio-v-garcia-galvis](https://linkedin.com/in/sergio-v-garcia-galvis) •  GitLab: [gitlab.com/myprojectsvgg](https://gitlab.com/myprojectsvgg)

---

## PROFESSIONAL PROFILE [nombre boton]

**Backend Gaming Engineer** with **13+ years of experience** leading the evolution from traditional video game development towards **scalable backend architectures and distributed systems**.

Unique specialist combining deep Unity 3D expertise with modern competencies in **.NET Core, Node.js, microservices, and real-time systems**.

Veteran participant of **Global Game Jams** (2016, 2017, 2024) with proven track record developing from **therapeutic serious games** to **educational applications** with thousands of active users.

Strategic focus on **enterprise gamification** and **backend gaming systems** that scale for massive audiences.

---

## CORE TECHNICAL COMPETENCIES[nombre boton]

### Backend & Microservices [submenu]

- .NET Core 8.0 • ASP.NET Core • Entity Framework Core • Clean Architecture • Design patterns • Hexagonal software architecture
- Node.js • TypeScript • Express.js • fastify.js • Domain-Driven Design (DDD)
- Microservices Architecture • RESTful APIs • gRPC • Event-Driven Design

### Gaming & Real-Time Systems [submenu]

- Unity 3D • C# Game Programming • C++ • Cg language (Shaders) • UIToolkit
- Socket.io • SignalR • Real-time multiplayer systems • Game state management
- Firebase Gaming • Unity Analytics • Matchmaking algorithms

### Databases & Infrastructure [submenu]

- PostgreSQL • MongoDB • Redis • Firebase
- Docker • Kubernetes • Git • CI/CD pipelines

### 3D Art & Technical Pipeline [submenu]

- ZBrush • Cinema 4D • 3D modeling and animation
- Game art pipeline • Character texturing • Technical art optimization

---

## PROFESSIONAL EXPERIENCE [nombre boton]

### Senior Game Developer & Educational Software Specialist[submenu]

Fundación Capital | August 2021 - Present | Bogotá, Colombia

Leading the development of **interactive educational platforms** with scalable backend architectures for digital transformation in the social sector. Responsible for systems impacting thousands of users across Latin America.

#### Key Achievements:

- **LISTA+ Educational App**: Application published on Google Play with **thousands of active users**, implementing advanced gamification for education
- **Optimized microservices architecture** for progress tracking and real-time user analytics
- Implementation of **robust RESTful APIs** for educational content management and learning tracking
- Scalable backend systems with **Firebase integration** and **Unity Analytics** for behavioral metrics
- **App Store**: [LISTA+ - Apps on Google Play](#)
- **Video demo**: <https://drive.google.com/file/d/121Tgw0cPUCNEkAm-dmWMQGCf2cu2j8Od/view?usp=sharing>

**Technologies**: Unity 3D, C#, .NET Core, Firebase, MongoDB, RESTful APIs, gamification, fastify.js

---

### Lead Mobile Game Developer [submenu]

Logisticapp | July 2018 - November 2020 | Colombia

Led development of **commercial multiplayer mobile games**, managing technical teams and scalable gaming architectures for Android/iOS.

#### Main Project: Parkés Colombiano (Mobile Multiplayer)

- Complete development of **turn-based multiplayer game** for Android/iOS with **intelligent matchmaking** system
- Implementation of **robust Firebase authentication** and real-time chat system
- **Unity Analytics** and **Firebase Analytics** for user behavior and retention optimization
- Leadership of **5-programmer team** with agile methodologies
- **Advanced features**: Matchmaking, real-time chat, dynamic rankings, monetization system

- **Gameplay video:** [drive.google.com](https://drive.google.com)

### **Secondary Project: Colombian Gambling Game [submenu]**

- Complete gaming platform with **login system** and user management
- **Home scene** with player profile visualization and payment systems integration
- Management of **4-developer team** with focus on UX/monetization
- **Gameplay video:** <https://drive.google.com/file/d/11uyQsZOmbNcMAvUf-aQ4ZQgeC6KETDfk/view?usp=sharing>

**Technologies:** Unity 3D, C#, Firebase, Unity Analytics, iOS/Android development, node.js, express.js

---

### **Unity Game Developer [submenu]**

**Higuera Studio** | *February 2014 - September 2015* | *Bogotá, Colombia*

Developed **technical tools** and gameplay systems for Unity 3D video games, focusing on **performance optimization** and complex **game mechanics**.

- Implementation of **robust gameplay systems** and innovative **game mechanics**
- **Performance optimization** for multiple platforms (PC, mobile, consoles)
- Integration of **social networking technologies** and content sharing systems

**Technologies:** Unity 3D, C#

---

### **Educational Software Developer [submenu]**

**TORO-Labs** | *November 2013 - November 2014* | *Bogotá, Colombia*

Development of **interactive educational simulators** with focus on scientific accuracy and pedagogical user experience.

#### **Educational Chemistry Simulator**

- **Virtual laboratory** with realistic chemical reactions (weight, oil/water reaction)
- **3D visualization algorithms** for understanding periodic table elements
- Collaboration with **design and pedagogy teams** for scientific accuracy
- **Adopted by educational institutions** as official pedagogical tool
- **Demo video:** [drive.google.com](https://drive.google.com)

**Technologies:** ActionScript 3, 3D visualization algorithms

---

## **FEATURED PORTFOLIO PROJECTS [nombre boton]**

### **Tournament Core Service - Microservice Architecture (In Development) [submenu]**

- **Platform:** Backend API (.NET Core 8.0)
- **Technology:** .NET Core 8.0, Entity Framework Core, PostgreSQL, Docker
- **Features:** Tournament management backend service, microservices architecture, RESTful APIs
- **Role:** Solo Developer (Portfolio Project)
- **Achievements:** Domain-Driven Design implementation, scalable distributed system
- **Code:** <https://gitlab.com/myprojectsvgg/tournament-core-service>
- **Entities:** Tournament, User, Participant, Match, MatchResult

### **Word Battle - Real-time Multiplayer Gaming API (In Development) [submenu]**

- **Platform:** Backend API (Node.js + TypeScript)
- **Technology:** Node.js, TypeScript, MongoDB, Socket.io, Express.js
- **Features:** Real-time multiplayer game, competitive word challenges, WebSocket communication
- **Role:** Solo Developer (Portfolio Project)
- **Achievements:** Robust TypeScript architecture, optimized MongoDB 7.0 configuration, real-time system
- **Code:** [MyProjectsvGG / word-battle-Backend-API · GitLab](#)
- **Functionalities:** Room system, multiple game modes, real-time rankings

### **Pompas Locas - Global Game Jam 2024[submenu]**

- **Platform:** PC (WebGL available)
- **Technology:** Unity 3D, C#, Local Networking
- **Features:** 4-player local multiplayer, physics-based gameplay
- **Role:** Game Developer in collaborative team
- **Playable demo:** [demiantgames.itch.io/pompitas](https://demiantgames.itch.io/pompitas)
- **Code:** [gitlab.com/jam-group2/pompas-locas](https://gitlab.com/jam-group2/pompas-locas)
- **Gameplay video:** [drive.google.com](https://drive.google.com)

#### DOTS RTS - Modern Unity Tech Demo [submenu]

- **Platform:** PC
- **Technology:** Unity DOTS, ECS, C# Job System
- **Features:** RTS gameplay with modern Unity architecture
- **Role:** Solo Developer (Learning Project)
- **Code:** [gitlab.com/myprojectsvgg/dots-rts](https://gitlab.com/myprojectsvgg/dots-rts)
- **Development video:** [drive.google.com](https://drive.google.com)

#### Balotera - Backend Integration Demo [submenu]

- **Platform:** Unity
- **Technology:** Unity 3D, C#, REST APIs
- **Features:** Timer system, backend integration
- **Role:** Fullstack Developer
- **Code:** [gitlab.com/delfino-games/balotera](https://gitlab.com/delfino-games/balotera)
- **Demo video:** [drive.google.com](https://drive.google.com)

#### aTenDerA - Serious Game for ADHD [submenu]

- **Platform:** PC
- **Technology:** Unity 3D, C#
- **Features:** Life simulation for people with ADHD
- **Role:** Lead Developer for private client
- **Impact:** Therapeutic tool for attention deficit hyperactivity disorder

#### SeaFury - Global Game Jam 2017 [submenu]

- **Platform:** PC
- **Technology:** Unity 3D, C#
- **Features:** Survival game with procedural ocean
- **Role:** Game Developer
- **Link:** [globalgamejam.org/2017/games/seafury](https://globalgamejam.org/2017/games/seafury)

#### REACTION OXYGeN - Global Game Jam 2016 [submenu]

- **Platform:** PC

- **Technology:** Unity 3D, C#
  - **Features:** Chemistry-based puzzle game
  - **Role:** Game Developer
  - **Link:** [globalgamejam.org/2016/games/reaction-oxygen](https://globalgamejam.org/2016/games/reaction-oxygen)
- 

## EDUCATION & CERTIFICATIONS [nombre boton]

### Technical Labor in Systems and Programming [submenu]

Centro Andino de Estudios Técnicos | 2007

Systems Expert

Centro Andino de Estudios Técnicos | 2007

### Technical Certifications

#### Gaming & Unity: [submenu]

- **Video Game Development in Unity** | SENA (2011)
- **Game Production Basics** | Microsoft Virtual Academy (2015)
- **Unit Testing For Unity** | Udemy (2023)
- **Unity UIToolkit** | Udemy (2025)

#### 3D Art & Modeling: [submenu]

- **Digital Sculpting and Texturing in ZBrush** | SENA (2014)

#### Programming: [submenu]

- **ShaderGraph y HLSL language** | Udemy (2025)
- **C++: General Purpose Language** | Microsoft Virtual Academy (2016)
- **Learning to Program Course** | Microsoft Virtual Academy (2015)
- **Django and Python Web Developer** | Ministerio TIC (2013)

#### Backend & Architecture: [submenu]

- **Node.js: From Zero to Expert** | Udemy (2023-2024)
- **Docker and Node.js** | Udemy (2023)
- **Clean Architecture in C# .NET** | Udemy (2024)
- **Fastify** | Udemy (2024)
- **Hexagonal software architecture** | Udemy (2025)

- **Design patterns** | Udemy (2025)

#### **Soft Skills: [submenu]**

- **Diploma in Communication and Social Skills** | Edutin Academy (2024)
  - **Basic Information Security** | Udemy (2024)
  - **Basic PowerShell for Beginners** | Udemy (2025)
- 

#### **DIFFERENTIATING SKILLS [nombre boton]**

- **Unity veteran** with 13+ years of experience since 2011 certification
  - **Global Game Jam veteran** (2016, 2017, 2024)
  - **Serious games development** therapeutic and educational
  - **Specialization in traditional Colombian gaming**
  - **Scalable backend architectures** (.NET Core, Node.js)
  - **Microservices and distributed systems**
  - **Real-time multiplayer systems** (Socket.io, SignalR)
  - **Complete artistic pipeline** (ZBrush, Cinema 4D, Unity)
  - **Educational application gamification**
  - **Character modeling and texturing** (ZBrush certified)
  - **Domain-Driven Design** and Clean Architecture
  - **TypeScript** and modern backend development
  - **Database design** (PostgreSQL, MongoDB, Firebase)
  - **Teamwork under agile methodologies**
  - **Complex gameplay problem solving**
  - **Gaming behavior metrics and analysis**
- 

#### **LANGUAGES**

- **Spanish:** Native
  - **English:** Technical
- 

#### **SHOWCASE & PORTFOLIO**

- **Video showcase:** [youtube.com/watch?v=luH4KOGvx1I](https://youtube.com/watch?v=luH4KOGvx1I)
- **GitLab Portfolio:** [gitlab.com/myprojectsvgg](https://gitlab.com/myprojectsvgg)

---

*"The intersection between gaming and backend enterprise systems is where the most interesting opportunities emerge. My goal is to lead this convergence."*