Sergio Vladimir García Galvis

Senior Backend Gaming Engineer | Unity Specialist | Microservices Architect

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PROFESSIONAL SUMMARY

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.

OVERVIEW OF KEY CONTRIBUTION

Scalable Educational Gaming Platforms Led development of interactive educational platforms with thousands of active users across Latin America, implementing advanced gamification and microservices architecture for digital transformation in the social sector.

Enterprise Gaming Architecture & Microservices Designed and implemented robust backend systems using .NET Core, Node.js, and distributed architectures, specializing in real-time multiplayer systems and RESTful APIs for gaming applications.

Technical Leadership in Game Development Successfully led technical teams in commercial multiplayer mobile games, managing scalable gaming architectures for Android/iOS with intelligent matchmaking systems and real-time communication.

Innovation in Serious Games & Educational Technology Developed therapeutic applications for ADHD, educational chemistry simulators adopted by institutions, and specialized Colombian gaming platforms, demonstrating versatility across gaming domains.

PROFESSIONAL EXPERIENCE

Fundación Capital - August 2021 - Present
Senior Game Developer & Educational Software Specialist

- **Led development of LISTA+ Educational App with thousands of active users on Google Play**

- **Implemented scalable microservices architecture for progress tracking and real-time analytics**

- **Developed robust RESTful APIs for educational content management and learning tracking**

- **Integrated Firebase and Unity Analytics for behavioral metrics optimization**

Logisticapp - July 2018 - November 2020
Lead Mobile Game Developer

- **Led development of Parkés Colombiano, a complete turn-based multiplayer game for Android/iOS**

- **Implemented intelligent matchmaking system with Firebase authentication and real-time chat**

- **Managed team of 5 programmers using agile methodologies**

- **Delivered advanced features including dynamic rankings and monetization systems**

Higuera Studio - February 2014 - September 2015
Unity Game Developer

- **Developed technical tools and gameplay systems for Unity 3D video games**

- **Optimized performance for multiple platforms (PC, mobile, consoles)**

- **Integrated social networking technologies and content sharing systems**

TORO-Labs - November 2013 - November 2014
Educational Software Developer

- **Developed Educational Chemistry Simulator with realistic chemical reactions**

- **Created 3D visualization algorithms for periodic table elements understanding**

- **Collaborated with design and pedagogy teams for scientific accuracy**

- **Solution adopted by educational institutions as official pedagogical tool**

EDUCATION

Technical Labor in Systems and Programming
Centro Andino de Estudios Técnicos
Graduated: 2007

TECHNICAL COMPETENCIES

Programming Languages: C# (Unity, .NET Core), JavaScript, TypeScript, Python, C++, Cg language (Shaders)

Tools and Technologies: Unity 3D, .NET Core 8.0, ASP.NET Core, Node.js, Express.js, fastify.js, Socket.io, SignalR, Docker, Kubernetes, PostgreSQL, MongoDB, Redis, Firebase, ZBrush, Cinema 4D