Jenny Valdez

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Software Developer with 4+ years of professional experience in game development, proficient in designing scalable, reliable and maintainable software. Main interests include system architecture, game engine development, optimization and software engineering in general.

Experience

Rockstar North — Software Developer   March 2017 - Present
As part of the UI Programming team, my main responsibility is to maintain and extend Rockstar's internal UI systems, as well as implementing design prototypes. I'm also in charge of planning new features and tools that improve the productivity of the team. Worked in the development of Red Dead Redemption 2.

La Cosa Entertainment — Programmer   July 2015 - January 2016
Worked in the development of KLAUS, a game for Playstation 4 made in Unity 5. In charge of the development of the UI/UX, connection to the Playstation Network and parts of the AI system.

Teravision Games — Game Programmer   May 2014 - April 2015
Worked in prototyping several games for web, Android and iOS using Unity 4.

Alfer — Game Developer   October 2013 - May 2014
Worked in the development of *El Canto del Autana*, a 3D platformer using Unity 4. In charge of the UI, save system and game optimization.

Skills
- Strong math skills with emphasis on 3D math
- Strong C/C++ programming skills
- Strong understanding of object-oriented software development
- Experience with .NET/C# and WPF programming
- Experience with PS4 and Xbox One development
- Experience with UI, gameplay and AI programming
- Strong code and data optimization skills
- Strong debugging skills
- Multi-threaded programming experience
- Languages: C/C++, C#, Lua, Java, Python, Javascript
- Strong written and verbal communication skills
- Ability to work within a schedule and deliver effectively to deadlines

Education

Universitat Pompeu Fabra — Spain   September 2015 - October 2016
MSc in Creation of Videogames

The program focused on game design, graphics programming, AI, physics and other subjects. My final project was called The Librarian, a game written in C++ using an engine developed throughout the course. It was awarded Best Universitary Game in the X National Awards of the Videogame Industry in Spain 2017.

Universidad Simón Bolívar — Venezuela   September 2008 - January 2014
BSc in Computer Engineering