

# José Villegas | Resume

Prenzlauer Berg, Pankow – Berlin, Germany

☎ +56 (9) 3094 4052 • ✉ villegasjose.gg@gmail.com

📄 https://jose-villegas.github.io/

🐙 github.com/jose-villegas • in linkedin.com/in/villegasjose

Game Developer, BA in Computer Science with a specialization in Computer Graphics. My area of expertise includes: gameplay & new features development, UI/UX, graphics, breaking down tasks and creating an efficient development pipeline. Motivated and eager to learn from others and share my own experience.

## Technical Skills

**Languages:** C#, C++, C, GLSL Shaders, Shader Graph, JavaScript, Python, Shell Script, HTML, CSS.

**Tools:** Git, SVN, Visual Studio, Rider, Jira, Hansoft, Azure DevOps, Jenkins, Figma, Firebase, AWS.

**Tech Stack:** Unity3D, Addressables, Zenject, UniRX, UniTask, Unity DOTS, Timeline, SOLID, TDD.

## Languages

**Spanish:** Native.

**English:** Bilingual.

**German:** Elementary.

## Experience

### Professional

#### Unity3D, C# Game Developer, Lead Developer

**Globant**

*Santiago, Chile (Hybrid)*

*Mar. 2020–Jan. 2024 (3 yrs 11 mos)*

Collaborated with NWay/Hasbro on *Power Rangers: Morphin Legends*, and ABinBev for the game *Reign Of Titans*, also Unity solutions for clients such as: Big Fish Games, Aristocrat & Oculus. My role included: gameplay technical design and development, graphics and shading, scalable game architecture, UI/UX implementations, analytics, build pipelines, live content, team planning, optimization, leadership responsibilities and setting delivery standards.

#### Unity3D, C# Game Developer

**Gamaga, Ltd**

*Santiago, Chile (On-site)*

*Jul. 2017–Mar. 2020 (2 yrs 9 mos)*

Collaborated on multiple projects, specially *Operate Now : Hospital* (30M+ downloads), *Holly's Home Design*, *Banana Kong* (100M+ downloads) and *Red Crimes: Hidden Murders*, implementing complex technical features, integrating new content, bug fixing, optimization, and external tools. Learnt leading skills, LiveOps, assigning and splitting tasks for others programmers, optimal architecture design, build pipeline and delivery standards.

#### Unity3D, C# Game Developer

**LearnSafari**

*Melbourne, Australia (Remote)*

*Nov. 2015–Nov. 2016 (1 yr 2 mos)*

Development of the game *Learn Safari*. A educational game meant to teach children Spanish through different lessons with multiple interactive mini-games and a narrative story to follow. My first professional role implementing gameplay mechanics, graphics, UX/UI logic, quest systems and mini-games. Learnt many development paradigms.

### Internship

#### Game Development General Laboratory

**UCV, Computer Graphics Center**

*Caracas, Venezuela (On-site), Prof. Esmitt Ramírez*

*Apr. 2015–Aug. 2015 (5 mos)*

Writing, researching and developing theoretical and practical material for a general laboratory on game development using Unity3D.

### Vocational

#### Teacher Assistant, Operative Systems

**UCV, Faculty of Sciences**

*Caracas, Venezuela (On-site), Prof. Robinson Rivas*

*Mar. 2012–Jul. 2012 (5 mos)*

Lecturing laboratories on operative system using the C programming language, system instructions and shell commands, use of threads and processes, file systems and parallel programming.

## Education

#### Licentiate Degree in Computer Science, Faculty of Sciences

**Caracas, Paseo Los Ilustres**

*Central University of Venezuela (UCV), Graduated with Honors*

*2009–2016*

Specialization: Computer Graphics.

## Master Thesis

---

*Voxel Shading and Cone Tracing for Global Illumination* [↗](#)

Prof. Esmitt Ramírez, *Faculty of Sciences, Computer Science Department, Computer Graphics Center*

A real-time dynamic global illumination approach based on cone tracing for emissive, diffuse and specular surfaces utilizing voxel shading and compute shaders. Per-review paper published for the 2016 XLII Latin American Computing Conference. [↗](#)

## Conferences & Game Jams

---

**Caracas - Venezuela | Global GameJam 2015, 2016, 2017, 2018:** A game jam global event where you have to make a game in 48 hours. I collaborated on the design of mechanics and development of these games: "Kidz Solution" [↗](#), "The Haunt" [↗](#), "Echo Switch" [↗](#) and "Emission" [↗](#)

**Caracas - Venezuela | 5th JOINCIC 2012:** A computer science conference with many talks and courses of different topics on computer science such as web development, game development, robotics, parallel computing, data processing, etc.

**Caracas - Venezuela | CEIDEC 2012 - UCV GameDev Contest:** A scientific research and development conference with a broad range of talks from different areas such as maths, physics, biology and computer science. Developed the game "Hybris" [↗](#) using Unity3D along with many teammates on different roles for the GameDev Contest, I worked mostly on artificial intelligence and game mechanics. Hibris is a god game where the player has to save humanity from imminent doom using different powers.

## Hobbies & Interests

---

**Gaming:** I also enjoy playing video games as much as working on game development, I mostly game on PC or Consoles, and a few mobile games too. I like to learn the game mechanics, graphics or systems and deconstruct or think how they were implemented. Working on games has in many ways changed my personal experience while playing. Let's share our favorite games!

**Music & Instruments:** Apart from games which made up a big part of my childhood, adulthood and beyond my love for music is a big part of who am I. I research and collect music from different eras and genres. I have a few years invested with the piano and some on classical guitar as well, and know a bit or two about music theory.

**Movies:** I may not consider myself on the level of some cinephiles, but it's something I do enjoy a lot. I've amassed a big library of good movies in my memory and have invested some time into looking for movies from many places and genres, always up to share some recommendations.