

José Villegas | Resume

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Game Developer, BA in Computer Science with an specialization in Computer Graphics. I work on features, graphics rendering, UX/UI, optimization, breaking down complex tasks or issues, improvements, bugfixing and general development pipeline. Motivated and eager to learn from others and share my experience.

Technical Skills

Programming: C#, C++, C, HLSL/GLSL Shaders, Shader Graph, JavaScript, Python, HTML, CSS.

Development Tools: Git, Visual Studio, Rider, Jira, Hansoft, Jenkins, Travis-CI, Blender, Photoshop.

APIs, Frameworks & Engines: Unity3D, UniRX, Zenject, ECS, TDD, Firebase, AWS.

Languages

Spanish: Native.

English: Bilingual.

German: Elementary.

Experience

Professional

Unity3D, C# Programmer, Lead Programmer

Globant

Santiago, Chile

Mar. 2020–Jan. 2024 (3 yrs 11 mos)

Worked for NWay/Hasbro on *Power Rangers Morphin Legends*, and ABinDev for the game *Reign Of Titans*, also other clients such as Aristocrat, Facebook & Oculus, adapting Unity for different software requeriments. Worked on game mechanics, graphics and rendering, scalable game frameworks, UI/UX implementations, build pipelines, team planning, performance optimization, leadership responsibilities and delivery standards.

Unity3D, C# Programmer

Gamaga, Ltd

Santiago, Chile

Jul. 2017–Mar. 2020 (2 yrs 9 mos)

Worked on multiple games, 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, and developing external tools. Learnt leading skills, LiveOps, assigning and splitting tasks for others programmers, optimal architecture design, build pipeline and delivery standards for the team.

Unity3D, C# Game Developer (Remote)

LearnSafari

Australia-Venezuela

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 mutple interactive mini-games and a narrative story to follow. My first professional role implementing game logic and mechanics, graphics, UX/UI logic, quest systems and mini-games.

Internship

Game Development General Laboratory

UCV, Computer Graphics Center

Caracas, Venezuela, 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, 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 some of them 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.