José Villegas | Resume

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Software Engineer, BA in Computer Sciences with an speciality in Computer Graphics. Wants to contribute making great games. I love developing game mechanics, new features, watching user feeback, breaking down complex technical issues, highly motivated and always grateful to learn and share new things.

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**: Fluent.

Experience

Professional

Unity3D, C# Programmer, Lead Programmer   **Globant**
Santiago, Chile   *Mar. 2020–Jan. 2024 (3 yrs 11 mos)*
Worked with multiple clients, ABInBev, NWay, Aristocrat, Facebook & Occulus, for different software solutions using Unity, understanding many complex codebases and abstract ideas, adapting Unity to work with other frameworks and presenting, in an understandable manner, software architecture designs. Worked on game mechanics, graphcis, features frameworks and UI/UX implementations, build pipelines, team planning, rendering, 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, implementing complex technical features, integrating new content, bug fixing, and developing external tools. Also learnt leading skills, assigning and splitting tasks for others programmers, working on estimations, desired implementations, optimal architectures and standards for the team.

C, C++ Programmer (Remote)   **NCH Software**
USA-Venezuela   *May. 2017–Jul. 2017 (3 mos)*
Maintaining, improving and adding functionalities over audio and invoice management software.

Unity3D, C# Game Developer (Remote)   **LearnSafari**
Australia-Venezuela   *Nov. 2015–Nov. 2016 (1 yr 2 mos)*
Level design, game logic and mechanics development for the game Learn Safari from scratch. Learn Safari is a educational game meant to teach children Spanish through different lessons with many interactive games and narrative.

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*
Minor: 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. ⬀

Events & Conferences

***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

TV / Animated Series: I enjoy watching comedies, documentaries, mystery shows, comics, dramas, a bit of anime.

Gaming: I work with gaming but of course I also enjoy playing video games, mostly casual games on PC or Consoles, some mobile games too. I also sometimes like to learn the game mechanics and deconstruct or think how some of them were implemented. Working on games has kinda changed the experience of playing them.

Science Journals: Coming from a scientific background in college I enjoy dwelving in the latests news about science in general, specially computer graphics, artificial intelligence, physics and biology.