

José Villegas | Resume

Prenzlauer Berg, Pankow – Berlin, Germany

☎ +49 1575 5713499 • ✉ villegasjose.gg@gmail.com

📁 Portfolio: jose-villegas.github.io

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

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

Technical Skills

Languages: C#, C++, C, Shaders, JavaScript, Python, Objective-C, Java, Shell Script, HTML, CSS.

Tools: Git, SVN, JetBrains Rider, Xcode, Jira, Perforce, 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

Lead Game Developer, Game Developer, C# & Unity3D

Globant

Santiago, Chile (Hybrid)

Mar. 2020–Jan. 2024 (3 yrs 11 mos)

- Collaborated with games from Hasbro's *Power Rangers: Morphin Legends* and ABinBev's *Reign Of Titans*
- Led a team of developers from ideation to release within 2 years for the game *Power Rangers: Morphin Legends*.
- Development of complex battle systems, rendering solutions, CI/CD pipeline, live content (Addressables), MVPs.
- Unity SDK development, calibration software and consulting for clients: *Big Fish*, *Oculus* and *Aristocrat*

Game Developer, C# & Unity3D

Gamaga, Ltd

Santiago, Chile (On-site)

Jul. 2017–Mar. 2020 (2 yrs 9 mos)

- Collaborated with the games: *Operate Now*, *Holly's Home Design*, *Banana Kong* and *Red Crimes*
- Development of features that led to major KPIs growth, from FTUE improvements to late game content.
- Learnt LiveOps pipeline, leadership & mentoring skills, planning and mobile development for iOS & Android.
- Multiple responsibilities: integrating SDKs, analytics, bug-fixing, optimization, rendering and CI/CD solutions.

Junior Game Developer, C# & Unity3D

LearnSafari

Melbourne, Australia (Remote)

Nov. 2015–Nov. 2016 (1 yr 2 mos)

- Collaborated with the game: *Learn Safari* An educational game meant to teach children Spanish lessons.
- Development of gameplay mechanics, quest systems, narrative & cinematics system, graphics and UI/UX logic.

Internship

Game Development Laboratory Researcher

UCV, Computer Graphics Center

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

Apr. 2015–Aug. 2015 (6 mos)

- Development & research on practical material for a game development laboratory using Unity3D within the faculty.

Vocational

Teacher Assistant, Operative Systems

UCV, Faculty of Sciences

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

Mar. 2012–Jul. 2012 (6 mos)

- Lectures on the Operative Systems laboratory course using C, Shell Script and Assembly x86 programming.
- Tutoring on system calls & shell commands, usage of threads & processes, file systems & 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.

Publications

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. [↗](#)

Game Jams

Venezuela & Germany | Global GameJam 2015, 2016, 2017, 2018, 2025: 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" [↗](#), "Emission" [↗](#) and "Bubble Salvage" [↗](#)

Venezuela | CEIDEC 2012 - UCV GameDev Contest: A scientific research and development conference with a broad range of talks from different areas. Developed the game "Hybris" [↗](#) using Unity3D along with college teammates for the GameDev Contest. Hybris 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 get to know our favorite games!

Cooking & Food: I have been home cooking for as far back as I can remember; cooking was a bonding time for me and my mother. I also consider myself a bit of a foodie, always seeking new places to try. I have some classic go-to recipes, and I'm always willing to try new things and share what I know.

Music & Instruments: A significant portion of who I am is shaped by my passion and near obsession with music. I research and collect music from different eras and genres. I've been playing the piano and classical guitar for a few years, and I also know a little bit about music theory.

Movies: Movies is something I do enjoy once in a while, maybe not a cinephile but I know a bit. Throughout my life, I have accumulated a substantial collection of films in memory. I occasionally enjoy doing a little research into more unknown titles or cult classics. I'm down to share & listen to some recommendations.