JUAN SEBASTIAN CADAVID

Digital Entertainment Engineer (Game developer - Engineer)

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PROFESSIONAL SUMMARY

Game Developer with 2 years of professional experience in C++, C#, Unreal Engine, Unity, Roblox and recently UEFN, specializing in creating game mechanics and AR/VR. Strong skills in performance optimization and problem-solving. Passionate about game development with experience in independent projects. Experience in team leadership and development in Roblox Studio, multiplayer games and Physics development.

PROFESSIONAL EXPERIENCE

Teravision Games - UEFN and Unreal Engine Developer   **March 2025 - Present**

- Implement multiplayer gameplay systems and devices in Verse within UEFN, from prototype to ship-ready quality.
- Debug, optimize, and iterate custom gameplay loops and interactive events to meet performance targets on Fortnite platforms.
- Partner with design, art, and QA to rapidly deliver polished, player-focused features across live UEFN projects.

Beyond Reality Studio - Roblox Studio   **January 2025 - June 2025**

- Script scalable gameplay and UI systems in Lua with ModuleScripts and OOP patterns for clean, reusable code.
- Engineer robust client-server networking with RemoteEvents/Functions, optimizing latency and security for seamless multiplayer.
- Persist player progress via DataStore, track analytics, and iterate with cross-functional teams to deliver polished live updates

Dead Monkey - UEFN and Unreal Engine Developer   **September 2024 - March 2024**

- Develop and maintain custom tools and scripts to enhance the creation and iteration process within UEFN.
- Collaborate with designers to implement gameplay features, ensuring they are fun, engaging, and performant
- Ensuring code quality and meeting project deadlines.

Amber Studios — Roblox Studio Lead of Programming and Engineering   **January 2024 - October 2024**

- Leading and managing a team of developers in a large-scale projects "Brandcade".
- Developing and optimizing games in Roblox Studio (Brandcade).
- Ensuring code quality and meeting project deadlines.

Avenfor — Unreal Engine Game Developer   **September 2023 - August 2024**

- Development in Unreal Engine, leading C++ integration.
- Implementing game mechanics and interactive systems, enhancing player engagement.
- Improved game performance by 20% through code optimization and efficient resource management.

UPB — Unity Game Developer   **March 2023 - January 2024**

- Development of games in Unity 2D, focusing on game mechanics and user experience design.
- Designed and developed the UPB Runners game, increasing user engagement by 25%.

EDUCATION

Universidad Pontificia Bolivariana (UPB)   **January 2021 - July 2025**
Bachelor in Digital Entertainment Design Engineering
- Game development principles.
- Unity, Design Patterns, SOLID principles, OOP and Git

U - ECHO Training Center   **April 2023 - November 2023**
Unreal Engine Game Developer
- Game development oriented for Unreal Engine 5, included blueprint and C++

TECHNICAL SKILLS
- **Programming Languages:** C++, C#, JavaScript, LUA, Verse
- **Game Engines:** Unreal Engine, Unity 3D/2D, Roblox Studio, UEFN
- **Other Integrations:** Firebase, WebRequests, Photon, Vuforia, Meta AR
- **Skills:** Performance Optimization, AR/VR, Game Design, Gameplay Programming
- **Others:** SOLID design principles, software design patterns

ADDITIONAL INFORMATION
- **Languages:** English B2, Native Spanish
- **Certifications:** Unreal Engine 5 Game Developer License.
- **Shipped Games:** Havoc Hotel 3 and Raptor Heist (LiveOps)(Fortnite), Brandcade (Roblox), UPB runners (Play Store). Hasbro Connect4 (Fortnite)