# Mauricio Castro

## Game Programmer

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## PROFILE SUMMARY

I am a Game Developer and a Software Engineering Student. My greatest strength is my critical and analytical thinking, which allows me to create relevant solutions to requirements and problems that arise during development. In addition, I combine my skills with knowledge in Agile methodology, Git, and creating precise instructions for artificial intelligence, such as GPT, which allows me to be very efficient in my tasks.

## EDUCATION

- **Online Undergraduate Degree in Systems Engineering with emphasis on software development**                2022 - Actuality
  Tiffin University, Ohio, United States.
  - This academic program trains outstanding software engineers by focusing on:
    - Establishing solid foundations in skills, qualities and tools needed to solve problems, work in teams and communicate effectively.
    - Developing knowledge in programming, including best practice standards and mastery of different languages for different paradigms.
    - To stand out for the technical excellence of the graduates.
    - Promote commitment to the community and society in the projects developed.

- **Bootcamp Unity Developer**                                                                                March 2023. - June 2023
  Generation Colombia
  - During my training, I applied my programming knowledge to Unity development, improving my mastery of C# and my skills in the Unity engine. In the 3 projects in which I participated, I played the role of Proyect Leader and complemented my role as a Game Programmer.
  - As Proyect Leader, I planned and managed projects following agile methodologies, promoting team synergy to achieve outstanding goals.
  - As Game Progammer I implemented Solid Principles and advanced techniques such as Object Pooling, FSM, AI, Raycast, to achieve a clean and efficient code with which innovative mechanics were created. My leadership excelled in overseeing development, solving technical challenges and ensuring high quality results on every project.

## WORK EXPERIENCE

- **SPIGOT PLUGIN DEVELOPER**                                                                                September 2022 - March 2023
  Rol Play server of the Universidad Nacional de Colombia in the video game Minecraft.
  - I developed plugins using Java, Spigot, Bukkit and YML, optimizing the gameplay mechanics of the server.
  - One of my outstanding achievements was the creation of an item on the server that replicates the functionalities of conventional smartphones.
  - Through this implementation, I managed to provide an intuitive graphical interface for players to easily access the mechanics and interactions needed to enhance their gaming experience.

## HARD SKILLS

- Java, ThreeJS, Python, C#, Git Bash & GitHub
- Unity: RayCast, Input System, Procedural Generation Algorithm, Solid Principles, Object Pooling, Animator, Final State Machine, Audio and UI Implementation.
- Scrum Master
- Jira Software

## LANGUAGES

- ENGLISH: B-2  •  GERMAN: A-1

## SOFT SKILLS

- Teamwork
- Growth Mindset
- Quick Learning
- Personal Responsibility
- Assertive Communication
- Emotional Intelligence
- Leadership

## COMPLEMENTARY COMPETENCIES AND ACCREDITATIONS

- **Universidad Sergio Arboleda, Diploma in Mobile Application Development, July 2023**
- **Oracle Next Education F2 T3, Oracle One Program in partnership with Alura LATAM, February 2023**
- **Universidad Nacional De Colombia / Misión Tic 2022, Programming Diploma with emphasis on web applications, December 2022**