








OSCAR BURGA

Senior Game Developer

I consider myself to be a fun, laid-back, yet disciplined person who's passionate about technology and computer science. Algorithms, problem-solving and optimizations are the core components that keep me enjoying my profession.

CONTACT

-  La Molina, Lima, Peru
-  +51 956 773 183
-  oscarburga2001@gmail.com
-  [oscarburga](#)
-  [oscar-burga](#)

EDUCATION

Peruvian University of Applied Sciences
Bachelor in Computer Science
Five-year program (2018-2022)

LANGUAGES

- **Spanish** (native)
- **English** (advanced)
- **French** (basic-intermediate)

ACADEMIC ACHIEVEMENTS


-  **IEEEExtreme 14.0** (2020)
Team ranked #41 world-wide
-  **IEEEExtreme 13.0** (2019)
Team ranked #194 world-wide.
-  **ACM ICPC South America - South Finals 2019**
Placed #39 in the region.




SOFT SKILLS

- **Avid teamworker**, but can also thrive alone.
- **Enjoy teaching** and sharing knowledge with others
- **Quick learner** and eager to research more.

WORK EXPERIENCE

Senior Game Developer (Unreal Engine 4)

Bamtang Games (Aug. 2021 - Current) 

- **Developed systems** for quests, dialogues, cinematics, story progression and voice-overs for the game **Avatar: The Last Airbender: Quest for Balance** .
- **Worked** on the **online system** used in **Nickelodeon Kart Racers 3**  and **Avatar**.
- **Currently in charge** of implementing **online features and network gameplay mechanics** for the game **DreamWorks All-Star Kart Racers** .
- **Developed automation tools** to ease and optimize the art team's workflow in **Unreal Engine**.

Algorithmic Complexity Tutor (part-time)

Peruvian University of Applied Sciences (Aug. 2020 - July 2021)

- **Prepared and taught** complementary lessons on **algorithms and data structures** for groups of up to 30 students.

TECHNICAL SKILLS

Game Engines

- **Unreal Engine 4**: 2 years professional experience
- **Unity**: 1 year experience (university / recreational)

Programming languages

- **C++**: 6 years experience. Also comfortable with C.
- **Python**: 4 years experience.
- **Go**: 1 year experience.

CONTRIBUTION TO PROJECTS

MrMime2 (thesis project) - 2022

- **Designed and developed** an image-based human-to-robot motion imitation solution for the NAO robot using 3D-human pose estimation and analytical geometry methods.

E-Maxx-Eng (cp-algorithms) - 2021

- **Wrote** an article on half-plane intersection algorithms for the geometry section of the cp-algorithms website.