

Santiago Alvarez

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EXPERIENCE

- **Game Developer Intern, Cocodrilo Dog Games - Bogotá, Colombia** *February 2015 – August 2015*
 - Worked alongside three artists, and a programmer to develop *Beat Boy* Xbox One / PS4 / PC – MAC game.
 - Worked alongside three artists, and programmer to develop one unannounced Xbox One / PS4 / PC game.
 - Worked alongside three artists, and programmer to develop an unannounced iOS game.
 - In charge of version control system for the team.
 - Gameplay programming, assets integration into Unity and Pure Data library integration.
 - Unity Editor tools creation for level editing and data management.
 - In charge of Development Consoles configuration to be able to test games builds.
 - Used Scrum software development process.
 - **Student Research Assistant, Universidad Nacional de Colombia – Medellín, CO** *September 2014 - February 2015*
 - Design and development of educative, serious games to be used as authoring tools.
 - Research and write papers about these and other related projects.
 - Give a conference on Spain about the project created in PAAMS 2015.
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PROJECTS

- **Game Programmer, Beat Boy** *February 2015 – August 2015*
 - Unity Editor Tools.
 - Unity Plugins Creation.
 - Rewind and Fast Forward Gameplay (Time Alteration).
 - Pure Data Programming and Rhythm Platformer Actions Development.
 - Xbox One Configuration for Demo Testing.
 - Multidisciplinary Team Work.
 - **Game Programmer & Researcher, PLACCO - Ludic Online Platform Of Collective Learning And Construction** *August 2014*
 - Built a Massive Multiplayer Online – MMO Network structure under Unity.
 - Created an In-game Chat.
 - Implemented a Login and SignUp.
 - Created a Database structure and its connection between the game and a server.
 - Implemented an AI – Navigation system.
 - Wrote a research paper and give a conference at PAAMS 2015.
 - **Game Programmer, Ink Runner** *March 2014 - June 2014*
 - Built a smooth 2D camera movement.
 - Spine Integration into Unity.
 - Worked along another programmer and an artist.
 - Created some Slides into Unity for a pitch.
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SKILLS

Languages

- C#
- C++
- Java
- Javascript
- HTML
- CSS
- PHP
- SQL/PLSQL
- Pure Data

Libraries

- OpenGL
- Win32 API

Edit, Compile, Debug

- MonoDevelop
- Visual Studio
- Eclipse
- Xcode

Version Control

- Git

Software

- Unity3D
- Pure Data
- Autodesk Maya
- Allegorithmic Substance Designer
- Matlab

Operating Systems

- Windows
- Linux
- OSX

Other

- Agile, Scrum
 - Animation
 - 3D Modelling
 - Networking
 - Data Bases
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EDUCATION

- **Bachelor in Software Engineering, Universidad Nacional de Colombia - Medellín, CO** *January 2010 - May 2016 (EGD)*
 - Cumulative GPA: 4.0
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