

# Santiago Alvarez

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## EXPERIENCE

- **Game Developer Intern, Cocodrilo Dog Games - Bogotá, Colombia** *February 2015 - Present*
    - Worked alongside artists, and programmer to develop two unannounced Xbox One / PS4 / PC games.
    - Worked alongside 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 & 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
- SQL/PLSQL
- Pure Data

### Libraries

- OpenGL
- Win32 API

### Edit, Compile, Debug

- MonoDevelop
- 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*
    - Cumulative GPA: 4.0
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