Santiago Alvarez

Citizenship: Colombian

www.santiagoalvarez.me
saalvarezva@gmail.com
https://co.linkedin.com/in/saalvarezva

EXPERIENCE

- **Game Developer, Rainbow Tree Inc. - Medellín, Colombia**   *October 2015 – Present: Onsite*
  Titles Worked
    - *+50* web games.

  Software used
    - JavaScript, HTML, CSS, Phaser Library, Java (Tools), Unity and C# (App research and testing)

  Weekly Responsibilities
    - Develop HTML5 & JavaScript games, using the Phaser library.
    - Develop different in-house tools to reduce workflow time, especially used by the technical artist.
    - Contribute to allow a Multi-Resolution compatibility between different devices and browsers.
    - Contribute to optimize the images to consume 50% to 70% less memory usage.
    - Evaluate new technologies and summarized the ones that works better for the games and apps to be developed.

- **Game Developer Intern, Cocodrilo Dog Games - Bogotá, Colombia**   *February 2015 – August 2015: Onsite*
  Titles Worked
    - *Beat Boy* - Xbox One / PS4 / PC – MAC game (in production).
    - *Kulipari* - Xbox One / PS4 / PC game (in production).
    - Don Tomate - iOS game.

  Software used
    - Unity, C#, Pure Data

  Weekly Responsibilities
    - 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: Onsite*
  Titles Worked
    - PLACCO – PC – Mac game (in production).

  Software used
    - Unity, C#, PHP, SQL/PLSQL.

  Weekly Responsibilities
    - Design and development of educative, serious games to be used as authoring tools.
    - Research and write papers about these and other related projects.
    - Gave a conference on Spain about the project created in PAAMS 2015.

SKILLS

- 2 years experience in game development.
- Experience programming Unity Editor Tools.
- Experience with database structures and connection between game and server.
- Can program in-house tools to reduce workflow time
- Know different algorithms methods

- MMO Network structure under Unity.
- Experience working in a multidisciplinary team.
- AI – Navigation system in Unity.
- In game chats and login systems.
- Xbox One configuration for demo testing.

Languages	*Libraries*	*Version Control*	*Operating Systems*	*Other*
- C#	- OpenGL	- Git	- Windows	- Algorithms
- C++	- Win32 API	- Subversion	- Linux	- Agile, Scrum
- Java			- OSX	- Animation
- JavaScript	*Edit, Compile, Debug*	*Software*		- 3D Modelling
- HTML	- MonoDevelop	- Unity3D		- Networking
- CSS	- Visual Studio	- Pure Data		- Data Bases
- PHP	- Eclipse	- Autodesk Maya		
- SQL/PLSQL	- Xcode	- Allegorithmic Substance Designer		
- Pure Data		- Matlab		

EDUCATION

- **Bachelor in Software Engineering**, Universidad Nacional de Colombia - Medellín, CO   *January 2010 - May 2016 (EGD)*
  - Cumulative GPA: 4.

- **Certificate in Video Games Development - Vivelab at RutaN, Universidad de Medellín and Institución Universitaria Pascual Bravo (2014 – 3 months**)

- **Certificate in Game Development with Windows & Unity - Microsoft AppUniversity (2014 – 2 months**)

- **Video Game Design, Organization and Evaluation, and Gamification - Universidad Europea - MiriadaX (2014 – 1 month**)

- **Certificate in Organic Modeling of Characters in Autodesk MAYA - SENA (2014 – 1 month)**

REFERENCES

- Available upon request