# Santiago Alvarez

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**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.

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**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*
  - 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)**

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**REFERENCES**

- Available upon request

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