

# Santiago Alvarez

Citizenship: Colombian

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## EXPERIENCE

- Game Developer / Software Engineer, Rainbow Tree Inc. - Medellín, Colombia** *October 2015 – Present: Onsite*
  - Titles Worked**
    - +50 web games.
  - Software used**
    - JavaScript, HTML, CSS, Phaser Library, Game Maker Studio, Java (Tools), Unity and C# (App research and testing)
  - Weekly Responsibilities**
    - Develop games for HTML5, Android and iOS platforms, using the Phaser library and Game Maker Studio.
    - 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.
    - 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**
    - Don Tomate y Las Vocales- Android & iOS game (Published on Android – Soft launch).
    - Beat Boy - Xbox One / PS4 / PC – MAC game (in production).
    - Kulipari - Xbox One / PS4 / PC game (Canceled).
  - Software used**
    - Unity, C#
  - 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

- 3 years' experience in game development.
- Experience working in a multidisciplinary team.
- Experience programming Unity Editor Tools.
- Experience programming in-house tools to reduce workflow time.
- Knowledge of different algorithms methods.
- Experience with database structures and connection between games and servers.

### Languages

- C#
- C++
- Java
- JavaScript
- HTML
- CSS
- PHP
- SQL/PLSQL

### Libraries

- OpenGL
- Win32 API

### Edit, Compile, Debug

- MonoDevelop
- Visual Studio
- Eclipse
- Xcode

### Version Control

- Git
- Subversion

### Software

- Unity3D
- Autodesk Maya
- Matlab

### Operating Systems

- Windows
- Linux
- OSX

### Other

- Algorithms
  - 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*
  - 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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