Santiago Alvarez
Software Engineer

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saalvarezva

Published Titles

- ***Puppet Kings - Timba Games* (Credited)** *12/2017*
  Gameplay and Tools Programmer - Platforms: PC
  - In charge of the design and development of multiple in-house tools.
  - Programmed the behavior of two of the main bosses.

- ***Moana: Rhythm Run - Disney Interactive & Cocodrilo Dog Games (Credited)*** *11/2016*
  Gameplay and UI Programmer - Platforms: iOS
  - Extended core functionalities to some of the Main Characters' and Enemies' behaviors.
  - Worked on multiple UIs' functionalities: Main Menu, Scrollable Map and Loading Scenes.
  - Programmed a modular system to create random-loopable levels.
  - Used Photoshop to cut, trim and export art assets.
  - Optimized most of the images/textures to reduce the app's size.

  This title was featured by Apple.

Work Experience - Most Recent

- **Software Engineer,** *Timba Games* *12/2016 – Present: Onsite*
  - Develop gameplay features for multiple work for hire projects.
  - Maintain and update code written by third-party contractors.
  - Part of the team who developed *Puppet Kings.*

- **Gameplay and UI Programmer,** *Cocodrilo Dog Games* *08/2016 – 12/2016: Remote*
  - Part of the team who developed *Moana: Rhythm Run.*

- **Software Engineer - Game Programmer and Tools Programmer –** *Rainbow Tree Inc.* *10/2015 – 11/2016: Onsite*
  - 50+ published web games for the Web, Android and iOS platforms at the arbolabc.com games portal.
  - Developed different in-house tools to reduce workflow time.
  - Contributed to allow a Multi-Resolution compatibility between different devices and browsers.
  - Evaluated new technologies and summarized the ones that work better for the games and apps to be developed.

- **Gameplay and Unity Editor Tools Programmer (Intern),** *Cocodrilo* **Dog Games** *02/2015 – 08/2015: Onsite*
  - Programmed an Animations Memory System to support blending and rewinding animations of previous actions.
  - Worked on a Level Editor using the Unity Editor Extension Tools.
  - Part of the team who developed *Don Tomate y Las Vocales* - Android & iOS game (Published on Android – Soft launch).
  - Part of the team who developed *Beat Boy* - Xbox One / PS4 / PC – MAC game (in production – Steam Greenlight).
  - Part of the team who developed *Kulipari* - Xbox One / PS4 / PC game (Canceled).

Education

- **Bachelor in Software Engineering**, Universidad Nacional de Colombia - *January 2010 - May 2016.*

Achievements & Certificates

- IELTS Certificate: CEFR Level: C1 (2017)**,** International English Language Testing System.
- Certificate of Completion: C++ Course (2017), SoloLearn - #1051-376462.
- Certificate in Video Games Development - Vivelab at RutaN (2014), Universidad de Medellín and Institución Universitaria Pascual Bravo.
- Certificate in Game Development with Windows & Unity - Microsoft AppUniversity (2014).
- Certificate in Video Game Design, Organization and Evaluation, and Gamification - Universidad Europea - MiriadaX (2014).
- Certificate in Organic Modeling of Characters in Autodesk MAYA - SENA (2014).

Speaker

- Design of an Educational Videogame to Transform Citizens into Agents of Change Considering a Colombian Post-Conflict Scenario - PAAMS 2015.

Tools and Skills

- Unity, C#, Git, Photoshop, Unity Editor Extension, C++, Java, HTML5, Javascript, Phaser, Bash.