

Santiago Alvarez

Citizenship: Colombian

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WORK EXPERIENCE / PUBLISHED TITLES

- **Timba Games, Gameplay Programmer** *December 2016 – Present: Onsite*
 - Develop gameplay features for multiple work for hire projects.
 - Maintain and update code written by third party contractors.

Tools

 - Unity, C#, Git.

 - **Moana: Rhythm Run - Cocodrilo Dog Games & Disney Interactive – iOS Game** *August 2016 – December 2016: Remote*

Gameplay and UI Programmer

 - Extended a core functionality to some of the Main Characters' and Enemies' behaviors.
 - Worked on multiple UIs' functionalities: Main Menu, Scrollable Map and Loading Scenes.
 - Extended a modular system to create random-loopable levels.
 - Integrated different kind of assets (Sprites, 3D Models, Textures, UI modules...).
 - Used Photoshop to cut, trim and export some assets.
 - Optimized most of the images/textures to reduce the app's size.
 - Worked on some UI animations using the Unity Animation Editor.

This title was featured by Apple.

Tools

 - Unity, C#, Git, Photoshop.

 - **50+ published web games – Rainbow Tree Inc** *October 2015 – November 2016: Onsite*

Game Programmer, Tools Programmer and Software Engineer

 - Shipped 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.
 - Evaluate new technologies and summarized the ones that works better for the games and apps to be developed.

Tools

 - HTML5, Javascript, Phaser, Game Maker Studio, Java (Tools), Shell Scripting (Tools).

 - **Cocodrilo Dog Games, Gameplay and Unity Editor Tools Programmer (Intern)** *February 2015 – August 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.
 - Integrated different kind of assets (Sprites, 3D Models and Textures).

Titles

 - *Don Tomate y Las Vocales* - Android & iOS game (Published on Android – Soft launch).
 - *Beat Boy* - Xbox One / PS4 / PC – MAC game (in production – Steam Greenlight).
 - *Kulipari* - Xbox One / PS4 / PC game (Canceled).

Tools

 - Unity, Unity Editor Tools, C#.

 - **Student Research Assistant, Universidad Nacional de Colombia – Medellín, CO** *September 2014 - February 2015: Onsite*
 - Research and Paper publication (Springer).
 - Wrote PHP scripts and SQL queries to setup a database connectivity inside the game.
 - Developed an In-game Chat.
 - Programmed the Login and Signup modules.
 - Used the AI/Navigation Systems of Unity to allow players to move around the 3D world.

Titles

 - PLACCO – PC – Mac game (in production).

Tools

 - Unity, C#, PHP, SQL/PLSQL.
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EDUCATION

- **Certificate of Completion: C++ Course**, SoloLearn - #1051-3764627 - <https://www.sololearn.com/Profile/3764627/> (February 2017).
 - **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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SPEAKER

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