

# Santiago Alvarez

Citizenship: Colombian

[www.santiagoalvarez.me](http://www.santiagoalvarez.me)

saalvarezva@gmail.com

<https://co.linkedin.com/in/saalvarezva>

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## EXPERIENCE

- Game Developer, Cocodrilo Dog Games - Bogotá, Colombia** *August 2016 – Present: Remote*
    - Titles Worked**
      - Moana: Rhythm Run - Disney Interactive Company - iOS & Android game (Published).
    - Software used**
      - Unity, C#
    - Weekly Responsibilities**
      - Program most of the Main Characters and Enemies behaviors based on a MVC architecture.
      - Work on multiple UIs' functionalities: Main Menu, Scrollable Map, Loading Scenes and Credits.
      - Integrate different kind of assets (Sprites, 3D Models, Textures, UI modules...), even, used Photoshop to cut, trim and export assets.
      - Optimize each one of the images/textures to reduce app's size, fulfilling our client's needs.
  - Game Developer / Software Engineer, Rainbow Tree Inc. - Medellín, Colombia** *October 2015 – November 2016: Onsite*
    - Titles Worked**
      - 50+ published 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 game's executable.
      - 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 working in a multidisciplinary team.
- Experience programming Unity Editor Tools.
- Experience programming in-house tools to reduce workflow time.
- Experience with database structures and connection between games and servers.
- Knowledge of different algorithms methods.

**Languages**

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

**Edit, Compile, Debug**

- MonoDevelop
- Visual Studio
- Eclipse
- Xcode

**Software**

- Unity3D
- Autodesk Maya
- Matlab

**Other**

- Agile, Scrum
- Data Bases
- Networking
- Animation
- 3D Modeling
- Algorithms

**Version Control**

- Git
- Subversion

**Operating Systems**

- Windows
  - Linux
  - OSX
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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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