

Santiago Alvarez

Software Engineer

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[saalvarezva](#)



Work Experience / Published Titles

- **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.
- **Gameplay and UI Programmer, Moana: Rhythm Run - Cocodrilo Dog Games & Disney Interactive.** **08/2016 – 12/2016: Remote**
 - 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.
- **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.
 - Evaluate new technologies and summarized the ones that works 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.

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).
- **Student Research Assistant, Universidad Nacional de Colombia** **10/2014 – 02/2015: Onsite**
 - Research and Paper publication (Springer).
 - Wrote PHP scripts and SQL queries to setup database connectivity within the game.
 - Developed an In-game Chat.
 - Programmed the Login and Signup modules.

Titles

 - PLACCO – PC – Mac game.

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