

Santiago Alvarez

Citizenship: Colombian

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EXPERIENCE

- Game Developer, Cocodrilo Dog Games - Bogotá, Colombia** *August 2016 – December 2016: Remote*
 - Titles Worked**
 - Moana: Rhythm Run - Disney Interactive & Cocodrilo Dog Games (Co-Prod) - iOS & Android game (Published).
 - Software used**
 - Unity, C#
 - Weekly Responsibilities**
 - Extended core functionality to some of the Main Characters and Enemies behaviors based on a MVC architecture created by the lead developer.
 - Worked on multiple UIs' functionalities: Main Menu, Scrollable Map and Loading Scenes.
 - Integrate different kind of assets (Sprites, 3D Models, Textures, UI modules...), even, used Photoshop to cut, trim and export assets.
 - Optimized most of the images/textures to reduce the app's size.
 - 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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