**Santiago Alvarez**

Citizenship: Colombian

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

saalvarezva@gmail.com

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

**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.

**SKILLS**

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| --- | --- | --- | --- | --- | --- |
| * 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   ***Version Control***   * Git * Subversion | ***Software***   * Unity3D * Autodesk Maya * Matlab   ***Operating Systems***   * Windows * Linux * OSX | | ***Other***   * Agile, Scrum * Data Bases * Networking * Animation * 3D Modeling * Algorithms |  | |

**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)**