**Santiago Alvarez**

**Software Engineer**

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**Published Titles**

* ***Puppet Kings - Timba Games* (Credited) *12/2017***

**Gameplay and Tools Programmer -** Platforms: [PC](https://www.youtube.com/watch?v=PUzsCK9wKD4)

* In charge of the design and development of multiple in-house tools.
* Programmed the behavior of two of the main bosses.
* ***Moana: Rhythm Run - Disney Interactive & Cocodrilo Dog Games (Credited) 11/2016*Gameplay and UI Programmer -** Platforms: [iOS](https://itunes.apple.com/app/id1141983956)
* 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.

**Work Experience - Most Recent**

* **Software Engineer (Contract), *GSN Games* *03/2018 – Present:*** *Remote*
* Support and develop features for the WorldWinner app.
* Give support to different HTML5 games.
* **Software Engineer, *Timba Games* *12/2016 – 03/2018:*** *Onsite*
* Develop gameplay features for multiple work for hire projects.
* Part of the team who developed *Puppet Kings.*
* **Gameplay and UI Programmer, *Cocodrilo Dog Games* *08/2016 – 12/2016:*** *Remote*
* Part of the team who developed *Moana: Rhythm Run*.
* **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.
* Evaluated new technologies and summarized the ones that work 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.
* Part of the team who developed *Beat Boy -* Xbox One / PS4 / PC – MAC game (Steam Greenlight).

**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, andGamification - 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, C++, Java, HTML5, Javascript, Phaser, Bash.