**Santiago Alvarez**

Citizenship: Colombian

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**WORK EXPERIENCE / PUBLISHED TITLES**

* ***Timba Games,* Gameplay Programmer *December 2016 – Present:*** *Onsite*
* Develop gameplay features for multiple work for hire projects.
* Maintain and update code written by third party contractors.

**Tools**

* Unity, C#, Git.
* ***Moana: Rhythm Run - Cocodrilo Dog Games & Disney Interactive –* iOS Game *August 2016 – December 2016:*** *Remote***Gameplay and UI Programmer**
* Extended a core functionality 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.
* Integrated different kind of assets (Sprites, 3D Models, Textures, UI modules...).
* Used Photoshop to cut, trim and export some assets.
* Optimized most of the images/textures to reduce the app's size.
* Worked on some UI animations using the Unity Animation Editor.

This title was featured by Apple.

**Tools**

* Unity, C#, Git, Photoshop.
* ***50+ published web games – Rainbow Tree Inc* *October 2015 – November 2016:*** *Onsite***Game Programmer, Tools Programmer and Software Engineer**
* Shipped games for the Web, Android and iOS platforms at the [arbolabc.com](https://www.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.

**Tools**

* HTML5, Javascript, Phaser, Game Maker Studio, Java (Tools), Shell Scripting (Tools).
* ***Cocodrilo* Dog Games, Gameplay and Unity Editor Tools Programmer (Intern)** ***February 2015 – August 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.
* Integrated different kind of assets (Sprites, 3D Models and Textures).

**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).

**Tools**

* Unity, Unity Editor Tools, C#.
* **Student Research Assistant, Universidad Nacional de Colombia – Medellín, CO** ***September 2014 - February 2015:*** *Onsite*
* Research and Paper publication (Springer).
* Wrote PHP scripts and SQL queries to setup a database connectivity inside the game.
* Developed an In-game Chat.
* Programmed the Login and Signup modules.
* Used the AI/Navigation Systems of Unity to allow players to move around the 3D world.

**Titles**

* PLACCO – PC – Mac game (in production)*.*

**Tools**

* Unity, C#, PHP, SQL/PLSQL.

**EDUCATION**

* **Certificate of Completion: C++ Course**, SoloLearn - #1051-3764627 - <https://www.sololearn.com/Profile/3764627/> (*February 2017).*
* **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).

**SPEAKER**

* **Design of an Educational Videogame to Transform Citizens into Agents of Change Considering a Colombian Post-Conflict Scenario** - PAAMS 2015.