**Santiago Alvarez**

Citizenship: Colombian

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

saalvarezva@gmail.com

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

**EXPERIENCE**

* **Game Developer, Rainbow Tree Inc. - Medellín, Colombia** ***October 2015 – Present:*** *Onsite*

**Titles Worked**

* *+50* web games.

**Software used**

* JavaScript, HTML, CSS, Phaser Library, Java (Tools), Unity and C# (App research and testing)

**Weekly Responsibilities**

* Develop HTML5 & JavaScript games, using the Phaser library.
* 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.
* Contribute to optimize the images to consume 50% to 70% less memory usage.
* 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**

* *Beat Boy -* Xbox One / PS4 / PC – MAC game (in production).
* *Kulipari* - Xbox One / PS4 / PC game (in production).
* Don Tomate - iOS game.

**Software used**

* Unity, C#, Pure Data

**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 games builds.
* 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**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| * 2 years experience in game development. * Experience programming Unity Editor Tools. * Experience with database structures and connection between game and server. * Can program in-house tools to reduce workflow time * Know different algorithms methods | | | * MMO Network structure under Unity. * Experience working in a multidisciplinary team. * AI – Navigation system in Unity. * In game chats and login systems. * Xbox One configuration for demo testing. | | |
| ***Languages***   * C# * C++ * Java * JavaScript * HTML * CSS * PHP * SQL/PLSQL * Pure Data | ***Libraries***   * OpenGL * Win32 API   ***Edit, Compile, Debug***   * MonoDevelop * Visual Studio * Eclipse * Xcode | ***Version Control***   * Git * Subversion   ***Software***   * Unity3D * Pure Data * Autodesk Maya * Allegorithmic Substance Designer * Matlab | | ***Operating Systems***   * Windows * Linux * OSX | ***Other***   * Algorithms * Agile, Scrum * Animation * 3D Modelling * Networking * Data Bases | |

**EDUCATION**

* **Bachelor in Software Engineering**, **Universidad Nacional de Colombia - Medellín, CO** ***January 2010 - May 2016 (EGD)***
* Cumulative GPA: 4.
* **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)**

**REFERENCES**

* Available upon request