**Santiago Alvarez**

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**EXPERIENCE**

* **Game Developer Intern, Cocodrilo Dog Games - Bogotá, Colombia** ***February 2015 – August 2015***
* Worked alongside three artists, and a programmer to develop *Beat Boy* Xbox One / PS4 / PC – MAC game.
* Worked alongside three artists, and programmer to develop one unannounced Xbox One / PS4 / PC game.
* Worked alongside three artists, and programmer to develop an unannounced iOS game.
* 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***
* Design and development of educative, serious games to be used as authoring tools.
* Research and write papers about these and other related projects.
* Give a conference on Spain about the project created in PAAMS 2015.

**PROJECTS**

* **Game Programmer,** Beat Boy ***February 2015 – August 2015***
  + Unity Editor Tools.
  + Unity Plugins Creation.
  + Rewind and Fast Forward Gameplay (Time Alteration).
  + Pure Data Programming and Rhythm Platformer Actions Development.
  + Xbox One Configuration for Demo Testing.
  + Multidisciplinary Team Work.
* **Game Programmer & Researcher,** PLACCO - Ludic Online Platform Of Collective Learning And Construction ***August 2014***
  + Built a Massive Multiplayer Online – MMO Network structure under Unity.
  + Created an In-game Chat.
  + Implemented a LogIn and SignUp.
  + Created a Database structure and its connection between the game and a server.
  + Implemented an AI – Navigation system.
  + Wrote a research paper and give a conference at PAAMS 2015.
* **Game Programmer,** Ink Runner ***March 2014 - June 2014***
  + Built a smooth 2D camera movement.
  + Spine Integration into Unity.
  + Worked along another programmer and an artist.
  + Created some Slides into Unity for a pitch.

**SKILLS**

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| ***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   ***Software***   * Unity3D * Pure Data * Autodesk Maya * Allegorithmic Substance Designer * Matlab | ***Operating Systems***   * Windows * Linux * OSX | ***Other***   * 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: 4.0