

Sergio Guerra

UI Developer

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Career Summary

I'm a game and web developer with over 4 years of experience specializing in UI software engineering, primarily using C++, ActionScript 2, and FrostED. I have worked on high-profile projects for Electronic Arts, including the development and maintenance of user interfaces for Madden 23 and another two titles, focusing on MVC frameworks and technical documentation.

Summary of Qualifications

Skills:

- C++
- C#
- MVC
- Javascript
- Unreal
- Python
- ActionScript
- FrostED
- Unity

Languages

- English (advanced)
- Spanish (native speaker)

Career History

Globant, Buenos Aires, Argentina

Feb. 2022 – Current Position

Game Developer

- Worked as a UI Software Engineer for the Madden team at Electronic Arts, contributing to the development and enhancement of the game's user interface for multiple Madden's editions.
- Created comprehensive technical documentation for new features, ensuring clarity and facilitating further development by other team members.
- Developed new UI components and screens that aligned with design specifications, improving the overall user experience.
- Designed and implemented a new telemetry category to capture and send user information from clients to servers, enhancing data collection and analysis capabilities.
- Addressed and resolved numerous bugs within a legacy codebase, significantly improving code quality and reducing future maintenance efforts.

Freelance Web Developer

Jan. 2020 – Jun. 2020

UI Web Developer

- Cooperate in a web app frontend project for a carrier company that allows users to get online budget.

Freelance Web Developer

Sep. 2018 – Jul. 2019

UI Web Developer

- Worked on the design and maintenance of an integrated administrative system.

Education

Simón Bolívar University, Caracas, Venezuela

Sep. 2012 – Jun. 2016

BS, Computational and Statistical Mathematics