




STIVEN ARIAS GIRALDO

Software Engineer - Video Games Developer

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EXPERIENCE

Freelancer | Video Game Developer | Software Engineer
Upwork

 March 2025 – Present  Remote

- Unity/Unreal
- Blender, Photoshop, and Video Edition Tools
- Project management, Software architecture, QA Testing, Analytical problem-solving, Usability, and UX design
- Customer support

Software Engineer
HISPlayer & NexPlayer

 Oct 2022 – Sep 2024  Spain - Madrid

- **Programming Languages:** C#, C++, Java, JS, Swift, and Objective-C
- Video Streaming Player SDK for Unity and Unreal Engine
- Integration of native plugins for different platforms: Android, iOS, WebGL, Windows + UWP, macOS and visionOS
- Unity and Unreal code obfuscation, packaging, sampling and QA
- Project and task management; adaptability to priority changes
- Customer support

Internship Programmer - Unity
Labotec Games

 Sep 2021 – Nov 2021  Spain - Madrid

- **Programming Language:** C#
- TCP-IP jobs for a PC video game
- UI logic and visual programming for a mobile video game
- Design and management during the development process

PERSONAL PROJECTS

Check out more projects in my Portfolio clicking here!

- **Colour Space - Game Jam Winner – C# Unity**
 - Developed game from scratch during 4 days.
 - **Winner of the Macro Game Jam #6**
 - Code architecture, gameplay mechanics, audio system (FMOD), and Menu system
- **Dopplebanger – C++ Visual Studio 2019**
 - **Scrum Master:** project administration, including managing the GDD.
 - UI behaviour and logic; Gameplay HUD
 - Developed the core architecture for game logic
 - Integrated a tracker to collect analytics within the game
- **Papagayo Games – C++ Visual Studio 2019 – Game Engine and Games (CyberStork, Bat the Bird)**
 - **Scrum Master:** project administration, including managing the GDD
 - Developed core architecture and physics system for the game engine
 - UI logic and GameState management for multiple games
- **CoreWar UCM – Final Degree Project - C# Unity, JetBrains Rider**
 - **Scrum Master:** administration of the project; Developed the final project documentation
 - UI logic and visual effects
 - Resource research, testing, and integration; created and optimized UI assets using Photoshop

EDUCATION

Data Analyst Course

Udemy

 Dec 2024

Video Games Development Bachelor's Degree

Computer Science Faculty

Universidad Complutense de Madrid





 Sept 2018 – June 2023

Video Games Design and Development Course

Deusto Formación

 Jan 2018 – May 2018





PROGRAMMING LANGUAGES

C# 
C++ / Java (Android Studio) 
Python 
JS / Swift / Objective-C 

LANGUAGES

- Spanish: Native
- English: Fluent
- Romanian: Basic

PERSONAL PROFILE

-  **Versatile**
I'm very flexible to adapt to different roles and task
-  **Passion & work**
I really do my best for the project. I am a very committed person
-  **Always learning**
I like to learn as much as I can
-  **Teamwork**
I have also worked in other different areas from programming world, so I highlight fellowship and my high capacity to work in a group