

STIVEN ARIAS GIRALDO

Freelancer | Video Game Developer | Software Engineer

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Portfolio

EXPERIENCE

Video Game Developer | Software Engineer

Freelancer

March 2025 – Present Remote

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

Unity & Unreal 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 - Video Game
 - 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 - C# Unity, JetBrains Rider - Bachelor's Thesis
 - 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

Self-Learning

Regularly study game development, programming, and design through online platforms

Ongoing

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

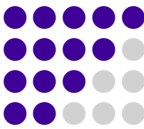
PROGRAMMING LANGUAGES

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