STIVEN ARIAS GIRALDO

Video Games Developer - Software Engineer

@ starias2797@gmail.com   Github - starias   in Linkedin   Portfolio

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** - 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

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