

STIVEN ARIAS GIRALDO

Video Games Developer - Software Engineer

📍 Iasi, Romania @ 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

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