

**Luis Pineda Knox**  
**Game Developer, Bs Computer Science**  
*Lima, PE*

**Contact Information**

+51 956 230 225

[luis.alonso97@outlook.com](mailto:luis.alonso97@outlook.com)

[www.linkedin.com/in/luispineda597](https://www.linkedin.com/in/luispineda597)

**Education**

**Bachelor of Science in Computer Science**

**December 2024**

*Universidad Peruana de Ciencias Aplicadas*

**Associate Degree in Game and Interactive Media Design**

**December 2018**

*Instituto Superior Toulouse Lautrec*

**General Studies – Mass Media Communication**

**July 2016**

*Pontificia Universidad Católica del Perú*

**Professional Experience**

**Lead Developer**

**December 2023 – Present**

*Calle Uno Games*

- ☐ Designed and implemented several systems for data management and game flow control.
- ☐ Implemented additional third-party APIs for Leaderboard functionalities to improve player engagement and retention.

**Unity 3D Developer**

**October 2021 – November 2023**

*Boomware Technologies Studio*

- ☐ Prototyped and deployed new mechanics and features for company's flagship game, CafePanic.
- ☐ Developed tools for data management and integration to game engine using spreadsheets and Google Apps Scripts.
- ☐ Overhauled the user interface by replacing old assets with newer ones, using atlases for better optimization, helping reduce memory usage and resource consumption.
- ☐ Fixed several bugs and refactored old code for project maintenance.
- ☐ Prototyped and developed spin-off and experimental features for side projects using CafePanic game engine.

**Development Assistant**

**March 2019 – July 2020**

*Amazing Games Studio*

- ☐ Assisted in the development of 3 educational games for Legends of Learning
- ☐ Helped across different areas in the studio to meet deadlines by designing sound assets, composing several cutscenes for the games using motion graphics and writing short storylines.
- ☐ Organized and orchestrated the Lima Game Fest, the first ever exposition solely dedicated to made-in-Peru video and tabletop games, achieving over 4000 attendees and showcasing almost 40 projects

**Skills**

- ☐ Spanish Business Level Speaking, Reading, and Writing
- ☐ Object Oriented Programming
- ☐ Unity Game Engine
- ☐ Data Management
- ☐ Google Workspace
- ☐ C++/C#
- ☐ Python
- ☐ Git
- ☐ JavaScript
- ☐ Game Design
- ☐ Mobile Game Development (iOS, Android)

**Side Projects**

**Unnamed Discord Bot**

- ☐ Experimentation with Discord API for response automatization and music playback using Python

**Emotionalyzer**

- ☐ University project for image recognition using YOLOv framework and Python, aimed at game testing automatization