

PROFILE

I've been as a Game Developer and Software Engineer for the past 7 years, focusing on gameplay and prototyping. My experience includes working on multiplayer, social, mobile, and casual games. Skilled in Computer Science, Game Programming, Networking, C#, 3D Math, and Problem-Solving.

SHIPPED TITLES

WorldWinner

Game Taco • 2020



Betrayal.io

End Game Interactive • 2020



Fate Arena (Alpha)

End Game Interactive • 2019



SKILLS

- Unity
- Multiplayer/Networking
- CI/CD
- GIT
- C++
- Node.js
- C#
- Android/iOS
- Jenkins
- REST APIs
- Python
- Express

WORK EXPERIENCE

World Winner

Game Lead Developer • Jun 2023 - Present

- *Lotería Fantástica, WorldWinner*
- *Gronk Spike Cornhole, FanDuel FaceOff*

Lead Unity Developer • Sep 2021 - Jun 2023

- *Tech Lead of the team who supports and develops the **WorldWinner** iOS and Android app, and **FanDuel FaceOff** iOS app using Unity.*
- *Profiled and optimized loading times by 50% faster.*
- *Integrate and support third-party SDKs, like Amplitude, Swrve, Firebase, and AppsFlyer. Write native Android/iOS code for some of them.*
- *Created and maintain CI/CD plans using Jenkins for app builds and bundle deployments.*

End Game Interactive

Game Programmer • Jan 2019 - Aug 2021

Betrayal.io a social deduction game inspired by Werewolf, Town of Salem, Among Us.

- *Wrote and optimized gameplay networking code for all game modes: Core, Hide and Seek, and Fishing.*
- *Prototyped and developed the Fishing game mode including fish AI behavior, fishing minigame, and custom progression.*
- *Implemented different API services into Unity client (Matchmaking, Rewards, etc.) and Addressable bundle system.*

Fate Arena a multiplayer online autochess game

- *Wrote and optimized gameplay networking code.*
- *Implemented the battle and unit simulation system as well as the enemy bot's AI behavior.*
- *Created several in-house tools to streamline workflow, enabling efficient iteration on design, visual effects, and sound effects.*

Quatio

Software Engineer • Feb 2018 - Jan 2019

- *Programmed +10 games and interactive experiences (Windows, mobile, and VR) for third-party companies using Unity.*
- *Contributed to developing a mixed-reality medical education app using Microsoft HoloLens with Unity.*

Rainbow Tree Inc.

Software Engineer • Feb 2018 - Jan 2019

- *Programmed +10 web games for the **arbolabc.com** games portal using GameMaker Studio and the Phaser library.*

TEACHING EXPERIENCE

Introduction to Game Development

Software engineering degree course

Universidad Nacional de Colombia, Medellín, Colombia • 2022-2023

Videogame development with Unity

40-hour course at the Center for Continuing and Permanent Education

Universidad Nacional de Colombia, Medellín, Colombia • 2020-2021

EDUCATION

Bachelor in Software Engineering

Universidad Nacional de Colombia, Medellín, Colombia • 2013-2018