

## Shipped Titles

- **Puppet Kings - Timba Games** - Gameplay and Tools Programmer - [PC](#) 12/2017
- **Moana: Rhythm Run - Disney Interactive & Cocodrilo Dog Games** - Gameplay and UI Programmer - [iOS](#) 11/2016

## Work Experience

- **Software Engineer (Contract), GSN Games** 03/2018 – Present: Remote
  - Part of the team who developed *Pop and Plunder*, a bubble shooter game.
    - Worked on the demo version to proof tech capabilities and game mechanics, which then was accepted to be produced.
    - In charge of the scaling system to adjust the game to multiple devices across mobile and desktop.
    - Wrote the bubble matching and dropping algorithms.
    - Developed the initial grid generation algorithms which supported unmatchable bubbles, horizontal and/or vertical symmetry and holes.
    - Developed the timer and scoring systems that supported bubble multipliers, and shot and time bonuses.
    - Worked on a wrapper around Phaser sound system, that expanded its functionality to support channels.
  - Support and develop features for the WorldWinner app, like the frontend code for the Account Statement feature in which players could explore their list of transactions inside the app.
  - Wrote a native plugin both in Objective-C and Java, a generic Date picker used mainly for filtering transactions in the Account Statement feature.
  - Support Super Plinko an HTML5 and Javascript game, by fixing multiple bugs.
  - Helped cross the final lap to SwapIt 2, and HTML5 and Javascript game, by bug fixing and optimizing the code for its release to the public.
- **Software Engineer, Timba Games** 12/2016 - 03/2018: Onsite
  - Develop gameplay features for multiple work for hire projects.
  - Part of the team who developed *Puppet Kings*.
    - In charge of the design and development of multiple in-house tools.
    - Programmed the behavior of two of the main bosses.
- **Gameplay and UI Programmer, Cocodrilo Dog Games** 08/2016 – 12/2016: Remote
  - Part of the team who developed *Moana: Rhythm Run*.
    - Extended core functionalities to some of the Main Characters' and Enemies' behaviors.
    - Developed multiple UIs: Main Menu, Scrollable Map and Loading Scenes.
    - Programmed a modular system to create random-loopable levels.
    - Optimized most of the images/textures to reduce the app size.
    - This title was featured by Apple.
- **Games and Tools Programmer - Rainbow Tree Inc.** 10/2015 – 11/2016: Remote
  - 30+ different published web games for desktop and mobile browsers at the [arbolabc.com](#) games portal.
  - Developed different in-house tools to reduce workflow time.
  - Contributed to the scaling and resolution system for all games to support different devices and browsers.
- **Gameplay and Unity Editor Tools Programmer (Intern), Cocodrilo Dog Games** 02/2015 – 08/2015: Onsite

## Education

- **Bachelor in Software Engineering, Universidad Nacional de Colombia** - January 2010 - May 2016.

## Achievements & Certificates

- IELTS Certificate: CEFR Level: C1 (2017), International English Language Testing System.
- Certificate of Completion: C++ Course (2017), SoloLearn - #1051-376462.
- Certificate in Video Games Development - Vivelab at RutaN (2014), Universidad de Medellín and Institución Universitaria Pascual Bravo.
- Certificate in Game Development with Windows & Unity - Microsoft AppUniversity (2014).
- Certificate in Video Game Design, Organization and Evaluation, and Gamification - Universidad Europea - MiriadaX (2014).
- Certificate in Organic Modeling of Characters in Autodesk MAYA - SENA (2014).

## Speaker

- Design of an Educational Videogame to Transform Citizens into Agents of Change Considering a Colombian Post-Conflict Scenario - PAAMS 2015.

## Tools, APIs and Programming Languages

- Unity, C#, Git, Javascript, Phaser, Unity Editor Extension, Unreal Engine 4, C++, Java, HTML5, Bash, Photoshop

