

✉ develop@javier.games

🌐 linkedin.com/in/javier-game-dev

Javier García

Game Developer

work experience

Software Engineer Consultant at FundaK Sep 2020 - Now | Remote

- Redesigned the game architecture in favor of content creators reducing the time in content generation from 3 hours to 30 minutes.
- Optimized content loading and integrated content updates.
- Designed guidelines for the development team according to the industry standards and the agile methodology.
- Planned and managed features for a 3 developers team.

Lead Game Developer at Ncite Dec 2018 - Sep 2020 | Remote

- Encouraged the usage of DevOps tools to reduce the deployment time from 2 days to 2 hours.
- Improved game performance by optimizing assets, shading and fomenting better practices managing to run on low-end devices.
- Led a team of 5 developers facilitating team communication with producers and artists in parallel projects.

Jr. Game Developer at Ncite Sep 2017 - Dec 2018 | Office and Remote

- Developed a networking system for up to 25 users simultaneously.
- Designed generalized game mechanics to speed up the process of variations for an app with 150 mini games.

Freelancer Developer Aug 2015 - Jan 2017 | Office and Remote

- Developed and published promotional AR game for Carls Jr. and Assassin's Creed.

education

- Diploma in Video Game Design and Programming.
Universidad Nacional Autónoma de México | Feb 2017 - Aug 2017
- Bootcamp of Video Game Development (LEIVA).
Centro Nacional de las Artes | Feb 2017 - Aug 2017
- Bachelor Degree of Electrical and Electronic Engineering.
Universidad Nacional Autónoma de México | Jul 2011 - Jun 2016

professional development

- Coordinator of the University Acoustics Conference (CUA).
Universidad Nacional Autónoma de México | Apr 2013 - Sep 2013
- President of Society of Students of Career (SAEEFI).
Universidad Nacional Autónoma de México | Oct 2012 - Oct 2013

about

Engineer specialized in game development and interactive software.

Over five years of experience creating games from planning to deployment.

Increased companies productivity by identifying patterns, automating processes and managing teams.

skills

- Software Architecture
- Project Planning
- Automation
- Optimization
- User Experience

programming languages

C# • Java • Lua • C++

software

Unity Engine Certified
Unreal Engine Learning
Jira • Rider • DataGrip • Postman
Cinema4D • Affinity • GarageBand

apis, tools and databases

Git + LFS • DocFX • ReSharper
Unity Cloud Tools • Jenkins
Vuforia • EasyAR • Wikitude • ZXing
Json.NET • MongoDB • MySQL

methodologies

Agile • Game Thinking Learning

soft skills

Leadership • Time Management
Reliability • Fast Learning

spoken languages

Spanish • English