

Andrés Felipe González Rodríguez

Video game and applications programmer

Contact Information

☎ (+61)477053048

✉ andresf1991@msn.com

🌐 www.andresfgonzalez.com

Skills

Languages:

C#, C++, Lua, Python, C

Engines:

Unity, Unreal, Lua and Python frameworks

Databases and Servers:

SQL and NoSQL, LAMP/WAMP, AWS

Web design:

HTML, CSS, PHP, WordPress

Languages

Spanish - Native

English - Advanced

Japanese - Intermediate

Training & Certification

Game Design course

- UPB, 2016

Rigging course

- RutaN, 2015

Game development seedbed

Senvid

- Universidad EAFIT, 2015

Video game development

seedbed

- Universidad EIA, 2010

Programming seedbed

focused on games

- Universidad EIA, 2010

Interests

Gamedev process and techniques

Art and music production

Archery

Videogames

Drumming

Profile:

Mechatronic engineer with experience as a lead programmer at a game development company and as a freelance game programmer.

Focused on delivering clean and optimised code by effectively using available resources in order to improve players' experience.

A goal-oriented person who enjoys working in a team environment.

Work Experience:

Game developer / Royal Wins (March 2022 - May 2022)

Responsibilities:

- Defined and set up the code architecture and base code for future games with the other senior developers.
- Developed the new unreleased game Planked and created tools for the artists and designers to modify the game properties.
- Updated the current platform FMOD implementation.
- Support and teach the junior developers best practices for the upcoming games and guide them during the code implementation.

Game developer / PikPok Colombia (February 2021 - November 2021)

Responsibilities:

- Led the development of a new project update from PikPok.
- Implemented the downloadable content, IAP and developed external plugins to extend the application capabilities for an existing game port.
- Supported other development teammates with performance issues, localisation, UI and code implementation.

Game developer / ENDGame Interactive (October 2019 - June 2020)

Responsibilities:

- Planned and led the programming team while developing a new multiplayer project; we were in charge of the client development.
- Established the programming requirements and defined the new project's limitations.

Director of programming / BAM!Studios (February 2017 - August 2019)

Responsibilities:

- Managed the team, developing and implementing the different projects from the programming perspective.
- Established programming requirements and defined every project's scope.
- Optimised the applications to ensure better performances and optimum use of resources.

Freelancer (April 2014 - July 2015) - (December 2016 - February 2017)

Projects:

- PLEX-VR: Programmed the UI and UX for the VR project. Integrated the 3D and UI assets within the game engine Unreal Engine 4.
- CremaVentura: Coded and optimised game assets to comply with low hardware resources. Enabled the communication between a custom user input and the RaspberryPi used to run the game.
- BeerKings: Programmed the gameplay and integrated the UI to run on a low specs Raspberry Pi. This game used a custom arcade-type input.

Education:

- **Master of Information Technology** - University of Technology Sydney 2023
- **Diploma in Project Management** - Universidad EAFIT- 2016
- **Bachelor of Mechatronic engineering** - Universidad EIA - 2013