Contact Information
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www.andresfgonzalez.com

Skills
Languages:
C#, C++, Lua, Python, C
Engines:
Unity, Unreal, Lua and
Python frameworks
Tools:
FMOD, Wwise
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

Andrés Felipe González Rodríguez

Senior video game and applications programmer

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:

Senior game developer / Blowfish Studios (July 2022 - August 2023)
Responsibilities:
➔ Ported the game Forest Grove to PS4, PS5, XBoxOne, XboxSeries, and Steam (Windows and Mac). Setting up achievements, user sessions, and cloud saving.
➔ Designed and implemented the behaviour and UI for character customisation, and filtering of large amount of information for an internal multiplayer game.
➔ Created Unity editor tools to generate and handle large amounts of character and item properties and variation. Also fixed and improved some company tools.

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.

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 performance and 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, and used a custom input to run the game using a Raspberry Pi.
➔ Beerkings: Programmed the gameplay and integrated the UI to run on a low-spec 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