Contact Information
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Skills
Languages:
C#, C++, Lua, Python, C
Engines:
Unity, Unreal, Frameworks in Lua and Python
Tools:
FMOD, Wwise
Databases and Servers:
SQL and NoSQL,
LAMP/WAMP, AWS
Web development:
HTML, CSS, PHP, WordPress

Languages
Spanish - Native
English - Advanced
Japanese - Intermediate

Training & Certification
Game Design course
- UPB, 2016
Rigging course
- RutaN, 2015
Game development research seedbed Senvid
- Universidad EAFIT, 2015
Video game development research seedbed
- Universidad EIA, 2010
Programming focused on games research seedbed
- Universidad EIA, 2010

Interests
Gamedev process and techniques
Art and music production
Archery
Video games
Drumming

Andrés Felipe González Rodríguez

Senior video game and applications programmer

Profile:

Mechatronic engineer with experience as a lead programmer at a video game startup in Colombia. Also worked with companies from the USA, New Zealand, and Australia.
Focused on delivering clean and optimized code by effectively using available resources to improve the players' experience.
A goal-oriented person who enjoys working in a team environment.

Work Experience:

Software Engineer / PlayAGS (March 2024 - Present)
- ➔ Work alongside other developers to design and implement software, create tools, and new games for custom hardware.
- ➔ Develop, debug, and optimise multiple game interfaces and custom interactions, based on the game designer's feedback.
- ➔ Support and fix issues found in the company's software, and develop tools to improve other developers' workflow.

Senior game developer / Blowfish Studios (July 2022 - August 2023)
- ➔ Ported the game Forest Grove to PS4, PS5, XBoxOne, XboxSeries, and Steam. Setting up achievements, user sessions, and cloud saving.
- ➔ Designed and implemented the character customisation's behaviour and UI for a new title, displaying large amounts of information in an organized way.
- ➔ Created Unity editor tools to generate and handle large amounts of character and item properties and variations. Also fixed and improved some company tools.

Game developer / Royal Wins (March 2022 - May 2022)
- ➔ Defined and set up the code architecture and code base for future games alongside other senior developers.
- ➔ Developed a new unreleased game (Planked) and created tools for the artists and designers to modify the game's properties.

Game developer / PikPok Colombia (February 2021 - November 2021)
- ➔ Led the development of a new update for PikPok's game Four Letters.
- ➔ Implemented downloadable content, IAP, and developed external plugins to extend the application capabilities during the port of the game Rival Stars Basketball.
- ➔ Supported other development teammates with performance issues, localisation, UI, and code implementation.

Game developer / ENDGame Interactive (January 2020 - June 2020)
- ➔ Planned and led the programming team while developing a new multiplayer game's client, coordinating with the programmers in the USA who worked on the server.
- ➔ Established the programming requirements and defined a new project's limitations.

Director of programming / BAM!Studios (February 2017 - September 2019)
- ➔ Managed the engineering team, developing and implementing different projects from a programming perspective.
- ➔ Established programming requirements and defined every project's scope.
- ➔ Optimized the applications to ensure better performance and use of resources.
- ➔ Participated in meetings with other directors and Panamproject's shareholders.

Freelancer (April 2014 - July 2015) - (December 2016 - February 2017)
Projects:
- ➔ PLEX-VR: Programmed the movement system, UI, and UX for the VR project. Integrated 3D and UI assets within the game engine using Unreal Engine 4.
- ➔ CremaVentura: Coded and optimised game assets to comply with low hardware specifications. Used a custom input hardware to run the game using a Raspberry Pi.
- ➔ Beerkings: Programmed the game's gameplay and UI to run on a low-specs Raspberry Pi. This game used a custom arcade-style input system.

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