DIEGO LEONEL ROSAS

Video Game Developer

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Education:

Feb. 2011 – Dec. 2014, **Associate Degree in Computer Programming**, Universidad Tecnológica Nacional.

Alpha Stage Titles:

2022   **"Echoes of Empire", Backend Game Developer, Error404**

Echoes of Empire is an epic, 4X sci-fi strategy game steeped in mystery, intrigue and a thousand years of Royal rule.

- Sign up flow.
- Login flow.
- Reset password flow.
- Game analytics.
- User management.

2022   **"War Park", Backend Game Developer, Error404**

A fast-paced vehicle brawler built to empower players. It features realistic, tactical vehicle combat that requires skill, teamwork, and quick thinking to be victorious.

- Sign up flow.
- Login flow.
- Reset password flow.
- Game analytics.
- User management.

Published Titles:

2020   **"Decimal Dungeon", Programmer and Designer, Independent (team of 2)**

Single player top-down game where the player has to solve math puzzles in his way out of a dark dungeon.

This game was developed based on the technical and educational requirements given by the client, working closely with a co-worker specialized in the artistic section.

- I programmed the whole game.
- Designed and developed the four kinds of math puzzles presents in the game corresponding to addition, subtraction, multiplication and division.
- Programmed a simple dialogue system.
- Programmed a top-down 2D player controller.
- Integration and implementation of art and animations.
- Music and sound integration and implementation.
- Educational material integration.
- Client plugin integration.

2019   **"The Stolen Jewel", Programmer and Designer, Independent (team of 2)**

Single player puzzle game where the player has to solve different kind of puzzles in order to find the stolen jewel.

This game was developed based on the technical and educational requirements given by the client, working closely with a co-worker specialized in the artistic section.
- I programmed the whole game.
- Designed and developed four different educational puzzles.
- Programmed a simple dialogue system.
- Art integration and implementation.
- Music and sound integration and implementation.
- Educational material integration.
- Client plugin integration.

2015 - 2017 **"Drop Alive", Gameplay and Generalist Programmer, INVI Games (team of 6)**
Single player adventure 2D side-scroller platformer.
- As the main programmer of the project, I worked closely with the designer and the art director, to understand both the mechanics to develop and the feeling to convey to the player.
- Programmed the player controller for a character who can switch between three different states with unique behaviors and mechanics for each of them.
- Developed a damage and healing system.
- Programmed the behavior of various environmental hazards and other interactive elements.
- Integration and implementation of art and animations.
- 3rd party plugins integration (Pro Camera 2D and Rewired).
- Steamworks SDK integration.

Certificates:
"Addictive Video Games" on Windows and Windows Phone 8.1 with Unity - Microsoft AppUniversity (2014).

Tools and Programming Languages:
Unity, C#, AWS, Serverless, Javascript, Typescript, Git, HTML, DynamoDB, SQL Server, JSON