

Andres Urrutia - Gameplay Programmer

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Highlights

- Worked in 2 published games for PC and consoles, and several mobile games. More info [here](#).
- 7 years of professional experience making games with Unity for PC, mobile, consoles and VR.
- 3 years of professional experience making games with Unreal Engine for PC.
- Reached tech leading roles in less than a year in my last 3 jobs.
- Currently leading 10+ people including ENGs, TAs and VFX artists developing online mobile games.
- Been a college professor and gave a few talks and workshops.

Working Skills

TECHNICAL

- Implementation of complex game systems like tuning files, localization, missions/quests, user progress, upgrades, tech trees, both local or fetched from backend.
- Experience creating editor tools for some of the systems mentioned above.
- Implementation of character mechanics with complex animation systems.
- Team development with Git branching and PRs. Always try to make modular assets to avoid conflicts.
- Ability to build aesthetic and responsive UI with light weight sprite atlases.
- Advanced knowledge of time complexity and asset optimization.

TEAMWORK

- Experienced working in game development pipelines and using PM softwares.
- Logical thinking. Always finding a way through.
- Self-taught but I also exchange knowledge with my teammates.
- Participative in comm channels and meetings.
- Always ask for expected results and priorities.
- Open to feedback.

Recent Work Experience

GAMEPLAY PROGRAMMER / ENGINEERING LEAD

SEP 2021 – PRESENT

GameCoder Studios, Guanajuato, MEX (Remote)

VR PROGRAMMER / ENG LEAD / PROJECT MANAGER

DEC 2018 – AUG 2021

Yeltic Virtual Trainings, Mexico City, MEX

GAME PROGRAMMER / ENGINEERING LEAD

MAY 2017 – NOV 2018

Hot Potato Apps, State of Mexico, MEX

Education

**B.S. DEGREE IN INTERACTIVE TECHNOLOGIES IN DIGITAL ANIMATION
ENGINEERING**

AUG 2012 – DEC 2016

Universidad del Valle de México, MEX