

Victor Burgos

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Summary

I am a highly motivated and dedicated individual who is willing to go above and beyond in each and every opportunity given to me. Every waking hour that I am not working on a game development project, I am learning a new skill and/or technology that may become beneficial to me at a later time.

Education

BACHELOR OF FINE ARTS | 2017 | SAVANNAH COLLEGE OF ART AND DESIGN

Major: Interactive Design and Game Development

Related coursework: Core Principles: Game Design, Applied Principles: Game Design, Core Principles: Programming, Core Principles: Game Tech, Motion Capture Technology

ASSOCIATE OF SCIENCE | 2011 | GRANTHAM UNIVERSITY

Major: Electronics and Computer Engineering Technology

Related coursework: Programming Essentials, Programming in C, Programming in C++

Relevant Skills and Expertise

Unreal Engine 4	Unity 5	Visual Studio	Database Management
C++	C#	Perception Neuron	Motion Builder
Blueprints	Source Control	Vicon Blade	Maya

Experience

LEAD PROGRAMMER | MOTOR BOAR GAMES | JAN 2017-JUN 2017

- Set up pipeline, developed best practices and naming conventions, implemented multiplayer gameplay features, handled CPU/GPU optimizations for Centauri, a 1v1 VR game

DEVELOPER | INVRSE GAME STUDIOS | OCTOBER 2016-JAN 2017

- Worked on a feature in one of their released titles (The Nest), also completed framework on a yet to be announced game title.

LEAD DEVELOPER | INDEPENDENT GAME DEVELOPER | SEPTEMBER 2016

- Competed in Seattle VR Hackathon as Lead Developer with six others. The project won the Best in Sound award.

GAMEPLAYER PROGRAMMER/SCRIPTER | INDEPENDENT GAME DEVELOPER | JULY 2016

- Competed in Epic Games' July Game Jam as gameplay programmer/scripter with four others. The project was one of the finalist of that month.

SOLO DEVELOPER | INDEPENDENT GAME DEVELOPER | APRIL 2016

- Competed in Epic Game's April Game Jam as a solo dev.

GAMEPLAY SCRIPTER/SYSTEMS DESIGN | INDEPENDENT GAME DEVELOPER | MARCH 2016

- Completed Alpha build in UE4 as gameplay scripter and systems design with five others on a school project.
- Competed in Epic Games' March Game Jam with one other person as design lead, art asset creator and motion capture animator.

GAMEPLAY SCRIPTER | INDEPENDENT GAME DEVELOPER | FEBRUARY 2016

- Competed in Epic Games' February Game Jam with three others as gameplay scripter.

GAMEPLAY SCRIPTER & PROPS ARTIST | INDEPENDENT GAME DEVELOPER | NOVEMBER 2015

- Competed in Epic Game's MegaJam with four others as gameplay scripter and props artist.

QUALITY ASSURANCE MANAGER | UNITED STATES MARINE CORPS | 2011-2013

- Supervised operations for \$145 million worth of hazardous materials and equipment resulting in zero loss in a two-year period.
- Developed and implemented a plan of action and training schedule which led to the achievement of a 100 percent inventory accuracy rating and complete adherence to explosive safety standards which resulted in the highest rating possible.

AMMUNITION STOCK RECORDING SECTION MANAGER | UNITED STATES MARINE CORP | 2011-2011

- Implemented a database to keep track of \$45 million of hazardous materials and equipment in Afghanistan reducing man-hours by 15% and increasing accountability from 60% to 100%.

AMMUNITION STOCK RECORDING SECTION SUPERVISOR | UNITED STATES MARINE CORP | 2009-2011

- Maintained 100% accountability within a database of 1000 line items of hazardous materials.

EXPLOSIVE ORDNANCE DISPOSAL TECHNICIAN | UNITED STATES MARINE CORP | 2008-2009

- Trained extensively in the recovery, disposal, rendering safe, neutralizing, disassembly of unsafe conventional unexploded ordnance.

MAGAZINE CREW MANAGER | UNITED STATES MARINE CORP | 2006-2008

- Supervised both incoming and outgoing shipments of \$220 million worth of hazardous material with zero shipment errors or safety mishaps.

MAGAZINE CREW SUPERVISOR | UNITED STATES MARINE CORP | 2005-2006

- Led and mentored personnel in the performance of their duties which resulted in 100% error free operations as well as no safety mishaps.