

Victor

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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	JIRA/Confluence	Visual Studio	Database Management
C++	Steam	Perception Neuron	Motion Builder
Blueprints	Source Control	Vicon Blade	Maya

Experience

VARIOUS POSITIONS | Burgos Games LLC | MAY 2019-PRESENT

- Creative Lead/Project Manager/Lead Programmer/Level Designer for Neko Ghost, Jump! A 2D/3D Puzzle-Platformer for PC (Win/Linux), Xbox One and PS4
- Set up pipeline, developed best practices, naming conventions alongside doing actual gameplay and UI programming
- https://store.steampowered.com/app/1194750/Neko_Ghost_Jump/

FREELANCE | VICTOR BURGOS GAMES | JUN 2017-CURRENT

- Implement various gameplay systems as required in client's projects such as: AI, VR, Multiplayer, and UI.
- Refactor and optimize client projects to meet desired performance.

VARIOUS POSITIONS | Offworld Industries | JAN 2019-SEP 2019

- Lead developer on a VR Military Simulation that was cancelled
- Frontend/Gameplay Programmer for a military vehicle simulation project

LEAD PROGRAMMER | MONOCHROME, INC. | AUG 2017-NOV 2018

- Set up pipeline, developed best practices and naming conventions, implemented single player and multiplayer gameplay features, handled CPU/GPU optimizations for Contagion VR: Outbreak, a Survival Horror VR game.
- In charge of two programmers plus supported the rest of the development team as needed.
- https://store.steampowered.com/app/676840/Contagion_VR_Outbreak/

PRODUCTION MANAGER/LEAD PROGRAMMER | MOTOR BOAR GAMES | JAN 2017-JUN 2017

- Created and managed tasks for 15 developers using Agile/Scrum to keep production on schedule
- Set up pipeline, developed best practices and naming conventions, implemented multiplayer gameplay features, handled CPU/GPU optimizations for Centauri, a 1v1 VR game.
- Centauri won the 2017 VR Game of the Year award by The Rookies.

PROGRAMMER | INVRSE GAME STUDIOS | OCTOBER 2016-JAN 2017

- Worked on adding Gamesparks features in one of INVRSE's released titles (The Nest),
- Completed prototype on an unannounced 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.