

# Jose Gutierrez

## Game Programmer

Games programmer with 5+ years of experience in Unity and Unreal Engine. Excited to work with great teams creating games.

### CONTACT

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### EXPERIENCE

#### Gameplay/Porting Programmer

2Awesome Studio | May 2021 - Present

#### Online/Backend Programmer

Meta Games | Jan 2021 - Dec 2021

#### Unity Programmer

M2X.ai | May 2020 - April 2021

#### Gameplay/Backend Programmer

Firebot Games | Jan 2019 - June 2020

#### Web Developer

Software Development Lab UMSS | 2018

### SKILLS

- **Languages**
  - C#, C++
  - Blueprints, Visual Scripting
  - Java, Python, JS, TS
- **Game Engines**
  - Unity, Unreal Engine
  - Godot, GameMaker
- **Tools**
  - PlayFab, Firebase, Photon
  - JIRA, Trello, Confluence
  - Git, Plastic SCM

### EDUCATION

#### Bachelor of Computer Engineering

Universidad Mayor de San Simon

### ACHIEVEMENTS

#### Latinx in Gaming Unidos Jam 2022

First Place Winner

#### Game Jam+ 2019, 2021

Anjo Tintas Category Winner, Finalist

#### Spoopy Jam by Game Jolt 2021

Honorable Mention

#### AirConsole GameDev Contest 2020

Honorable Mention

### TECHNICAL PROFICIENCY

- Worked on the porting of games from PC and mobile to Nintendo Switch, Playstation 4/5, and Xbox One/Series S/X.
- Worked on multiple games for PC and consoles as a gameplay programmer.
- Experience with networking releasing a game in Unreal Engine 4 and another game in Unity with Photon on Steam.
- Integrated the PlayFab API to use it as a backend system for different games, across all platforms.
- Shipped mobile games from pre-production to release on Android and iOS, additionally implemented new game mechanics for other games that were already released and worked on other titles that will be released in the future.

### PIPELINE DEVELOPMENT

- Experience with the console certification process, and requirements to publish on different platforms.
- Experience with source control systems such as Git, using the command line, and with graphical interface tools.
- Used an Agile Methodology along with JIRA, Confluence, or Trello according to the project.
- Documented, researched, and assessed design solutions.
- Prototyped and iterated upon proof of concept interactions in code for the development of multiple games.
- Optimized development processes by identifying key third-party and in-house tools.

### COMMUNICATION & COLLABORATION

- Thrived in both collaborative and in autonomous situations.
- Managed teams of 3 to 5 people to participate in different game competitions.
- Collaborated with teams of programmers, designers, and artists.
- Wrote technical documentation for existing and new features.
- Fluent in Spanish and English.