



# Andrea Osorio

## Game Programmer

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With **6+ years** of professional experience in **game programming** in **Unity** and **Unreal Engine**, I have **led teams**, developed **10+ games**, and created **tools** to improve workflow efficiency. Skilled working with **third party SDKs** in the game pipeline. I'm an autodidact, organized and flexible person looking to obtain new experiences and learning on a daily basis.

### SKILLS AND ABILITIES

- o **Programming Languages:** C#, C++, Java, JavaScript
- o **Software and Tools:** Unreal Engine, Unity Engine, Android Studio, XCode, Git, Construct 3, Firebase.
- o **Soft Skills:** Leadership, Communication, Sprint Planning, Teamwork, Flexibility.
- o **Languages:** Spanish (Native), English (IELTS 7.0), French (DELFI B1).

### EXPERIENCE

#### Gameloft

Toronto, ON

##### Game Programmer - *Unannounced Project*

02/2023 - 02/2024

- o Responsible for rapid prototyping, designing and creating game systems and gameplay features in a cross platform game.
- o Acted as a tech-bridge between different areas (Art, Tech Art, Design and UI/UX).
- o Developed a custom shader for rapidly creating variants of a character in order to have different variants based on the same model.
- o R&D of new technologies focused on narrative tools, terrain and rendering.

#### Hyperbeard Games

Remote

##### Lead Game Programmer - *Pocket Love*

05/2022 - 03/2023

- o Responsible for game design and development of gameplay features and Cloud Save in a mobile Live Service game, resulting in a 30% increase in user retention in 6 months.
- o Managed a team of 4 programmers across development, and acted as a pivotal link between Art, Tech Art, Design, Narrative and UX/UI divisions.
- o Tools creation in Unity Engine to improve efficiency for asset implementation into the game.
- o Responsible for development team sprint planning in collaboration with Project Managers and stakeholders.
- o Featured in the *App Store's Women's History Month 2022* for my role as Lead Game Programmer in *Pocket Love*, as well as the game being highlighted as *Game of the Day*.

##### Game Programmer - *Pocket Love*

08/2021 - 04/2022

- o Responsible for development of new gameplay features.
- o Created a "Moments" custom system for snapping a customized frameshot with the player's character customization loaded.



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## Game Programmer

### Kokonut Gamxs

CDMX, MX

#### Game Developer - Multiple Games

10/2018 - 08/2021

- o Responsible for development of 4 mobile games using Unity Engine (El Chavo Kart, Lopii, Teotihuacan Hyundai, Banco Azteca App).
- o Developed 4 marketing games developed in Construct 3 for companies such as Netflix, Burger King, Subway, Aeromexico.
- o Developed a customization system for characters and karts using decals.
- o Responsible for implementing front-end communication in game with back-end services.

### Masihini (Student Project)

Monterrey, MX

#### Programmer and Designer

01/2018 - 05/2018

- o Designed and developed a Compiler with C++ and implemented into a Mars Rover game made in UE4.
- o Rover is controlled by script commands in game, compiled and executed by Masihini compiler.
- o Compiler made from scratch considering Lexical Analysis, Semantics, Memory, Virtual Machine.
- o Project made for the course "Compiler Design" in Tecnológico de Monterrey.

### Robo Dino Games (Student Project)

Vancouver, BC

#### Gameplay and AI Programmer / Game Designer - PSI

01/2016 - 09/2016

- o 3D Horror Survival Game underwater atmosphere. Developed in UE4 using C++ and Blueprint Visual Scripting.
- o Designed and coded two different AI using Behavior Trees with common AI Controller and Base class.
- o Created custom Outline and Underwater shaders to enhance feedback and atmosphere of the game.
- o Final project in Vancouver Film School.

## EDUCATION

### B.S. Computer Science and Technology

CDMX, MX

#### Tecnológico de Monterrey (ITESM)

2013-2018

- o President of the Student Association (2014-2015), managed a team of 18 students, organized 4 technology and game events for the student community partnered with Razer, Asus and Gunnar Optiks and one student trip to Silicon Valley to visit renowned tech companies such as Facebook, Oracle, Twitter and Google.

### Diploma in Game Design

Vancouver, BC

#### Vancouver Film School

2015-2016

- o Specialized in Game Programming and Art.
- o Developed one Android game using Unity and a PC game using Unreal Engine.