

Alvaro Antonio Chávez Mixco

Ottawa, ON (Willing to relocate at my own expense)

Portfolio: achavezmixco.com

Qualifications Summary

Vocational

- Code in C# and C++
- Develop games using the Unity Engine and the Unreal Engine
- Program VR games using the HTC Vive and SteamVR
- Use of SVN and GIT version control
- Have experience working with Agile methodologies and multiple design patterns
- Have familiarity with GLSL and HLSL

Interpersonal

- Respect and consider other people's opinion in team meetings
- Communicate clearly and concisely with other team members

Employment Experience

Programmer – DARE District Virtual Tour (Contract)

Algonquin College | Ottawa, Ontario, Canada

June 2017 – October 2017

A multiplayer preview of Algonquin College new building, before it was built. The software contained multiple tools for use by the architects and tour guides.

- Developed real time networking code using Photon Unity Networking
- Made annotation tools for architects to use when reviewing the virtual building
- Optimized program for best performance with VR

Search Engine Optimization and Online Marketing

Interbiznet S.A. de C.V. | San Salvador, San Salvador, El Salvador

August 2013 – August 2014

- Participated in marketing meetings
- Analyzed search engine results using IP addresses from multiple countries
- Translated documents and web pages from Spanish to English

Education

Game Development Ontario Advanced Diploma, Honours

Algonquin College | Ottawa, Ontario, Canada

September 2014 – April 2017

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References

References available upon request.