

# Álvaro Antonio Chávez Mixco

San Salvador, El Salvador

Portfolio: [achavezmixco.com](http://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
- Knowledge of shader programming with GLSL and HLSL
- Familiarity with SQL databases, and basic frontend (HTML, CSS, JavaScript)
- Knowledge of different Adobe and Autodesk software's

### Interpersonal

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

## Employment Experience

### Software Developer

Gestión Tecnológica | San Salvador, El Salvador

December 2017 – Present

- Developed code to translate software to different languages
- Established test procedures for the software and programmed different tests for the code
- Helped improve the usability of the software and the UI design

### 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

## 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.