

# Álvaro Chávez Mixco

## Game Developer / Programmer

Portfolio: [achavezmixco.com](http://achavezmixco.com)

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### **Technical Skills**

- Code in C# and C++
- Port C++ games to mobile platforms, like iOS and Android
- Develop games using the Unity Engine and the Unreal Engine
- Program VR applications using the HTC Vive and SteamVR
- Use of SVN and GIT version control
- Have experience working with Agile methodologies, such as Scrum
- Implement multiple design patterns and algorithms
- Knowledge of shader programming with GLSL and HLSL
- Familiarity with SQL databases, and frontend (HTML, CSS, JavaScript)
- Experience working on Mac using Xcode, developing multiplatform code
- Knowledge of machine learning algorithms, such as neural networks

### **Personal Profile**

I am a programmer, mainly focused on C++ and C#. Though I believe what makes games unique is the combination of multiple fields (art, programming, design, etc.), the challenge of learning how to make something work is why I am focused on programming. I am constantly trying to improve my skills, so I am always pursuing new knowledge in a professional or academic setting.

### **Work Experience**

#### **C/C++ Game Programmer**

Feral Interactive | London, England, United Kingdom

July 2023 – Present

- Added support for keyboard and mouse controls to mobile platforms.
- Updated legacy project to work with newer libraries and operating systems
- Coordinated with design and QA the implementation, testing, and release of builds

#### **C/C++ Game Programmer (12-Month Placement)**

Feral Interactive | London, England, United Kingdom

July 2022 – July, 2023

- Adjusted the game UI to work on multiple platforms and for various screen resolutions
- Fix bugs found by QA, including crashes found in the original release of the base mobile version of Total War: Medieval 2
- Helped port Total War: Medieval 2 Kingdoms DLC to mobile platforms from its original desktop PC version.

## **Software Developer**

Gestión Tecnológica | San Salvador, El Salvador

December 2017 – May, 2022

- Developed a single software solution that integrates websites (ASP .NET), databases (Microsoft SQL Server), and different RESTful web services
- Certified in a wide range of technology solutions (Avaya, Poly, Jabra, Verint)
- Helped coordinate and plan the development of projects, using Agile methodologies such as Scrum (Jira)

## **Programmer – DARE District Virtual Tour (Contract)**

Algonquin College | Ottawa, Ontario, Canada

June 2017 – October 2017

A multiplayer preview of Algonquin College's 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**

### **Bachelor of Science Honours Computer Games Development**

University of Westminster | London, England, United Kingdom

September 2021– July 2024

A computer science degree with a focus on game development. This course strongly emphasises mathematics and computer science, but it provides the opportunity to apply these concepts in different game-related projects.

- Algorithms: Theory design and implementation (C++, Java, pathfinding, sorting algorithms, data structures)
- Game AI (Markov Models, dynamic learning, clustering algorithms, reinforcement learning, pathfinding algorithms)
- Computer Graphics Programming (DirectX, shadow mapping, Blinn-Phong lighting, normal mapping)

### **Game Development Ontario Advanced Diploma, Honours**

Algonquin College | Ottawa, Ontario, Canada

September 2014 – April 2017

A hands-on program covering all the different game development areas, including programming, 2D and 3D Art, Project Management, Psychology, etc. This program teaches how the different areas of game development work together, while providing the opportunity to specialise in one with a yearlong capstone project.

- Game and Graphics (OpenGL, GLSL, HLSL, Shaders)
- Gameplay Programming (C#/C++, Unity3D, A\* Pathfinding)
- High-Level Development (Game engine architecture, UML, code design)

## **References available upon request**