

Álvaro Chávez Mixco

Game Developer / Programmer

Portfolio: achavezmixco.com

LinkedIn: <https://www.linkedin.com/in/alvaro-chavez-mixco-52971b67/>

Technical Skills

- Code in C# and C++
- 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)
- Design code, with its corresponding UML diagram
- Basic knowledge of Adobe Photoshop, Illustrator, Audition, and Premiere
- Basic knowledge of Autodesk 3ds Max, and Mudbox

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, which is why I am always pursuing new knowledge in a professional or in an academic setting.

Work Experience

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 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 2023

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

- Game Programming Patterns (C++, Object-Oriented Programming, design patterns)
- Math & Physics for Games (C#, Unity3D, vector math, equations of motion)
- Algorithms: Theory design and implementation (C++, Java, pathfinding, sorting algorithms, data structures)

Game Development Ontario Advanced Diploma, Honours

Algonquin College | Ottawa, Ontario, Canada

September 2014 – April 2017

A hands-on program, that covers all the different areas of game development, 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 specialize in one with a yearlong capstone project.

- Game and Graphics (OpenGL, GLSL, HLSL, Shaders)
- Project Management (Agile methodologies, Scrum)
- Game Assets (3D modelling and animation, 3ds Max, Mudbox)
- Gameplay Programming (C#/C++, Unity3D, A* Pathfinding)
- High Level Development (Game engine architecture, UML, code design)

References available upon request