

Álvaro Antonio Chávez Mixco

San Salvador, El Salvador

Portfolio: achavezmixco.com

Qualifications Summary

Vocational

- 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 and multiple design patterns
- Knowledge of shader programming with GLSL and HLSL
- Familiarity with SQL databases, and 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 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

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.