

Eduardo Arroyo

Game developer

Country: Mexico

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Portfolio: <http://arroyoeduardo.com/>

Professional licence (Mexico): 10252497

- Advanced
- Intermediate
- Beginner

Skills

Code

- C#
- Java
- HTML5 Languages
- Javascript

Software

- Git Version control
- SourceTree
- Unity Game engines
- Phaser
- Visual Studio IDEs
- Android Studio

Methodologies

- SCRUM
- Kanban

Experience

Game programmer (Independent contractor) – Aeria Canada, July 2016 – Current

- Programming of gameplay features, such as interactive environment elements, state machines for simple ai's, simple reward system.
- Improving the features from the current code, like controller, UI screens/menu, leaderboards.
- Work implementing 3rd party ad networks and In App Purchasing system for monetization.
- Work using 3rd party game cloud services (gamesparks) and implemented social features for a multiplayer game, such as player teams, chat, save system and player's exchange of items.
- General bug fixes, code performance improvement and editor extensions programming.
- Basic analysis with A/B Testing tools for games; and port games to windows 10 platform (uwp).
- Participated on game design decisions and suggestions for games based on game analytics.

Example of games I have worked on: [American Block Sniper Survival](#), [Skyblock Island Survival Games](#), [Blocky Fast Fury](#).

Unity developer – RevArts Gaming, September 2015 – March 2016

Responsible of programming games as well as interactive applications using Unity engine, specially focused on mobile platforms (Android and iOS).

Game developer for personal projects, March 2016 – Current

- [Cubic Temple: Animal Run](#) May 2018 – August 2018
- [Flying Jelly](#) July 2017 – September 2017
- [Super Box Galaxy Wars](#) March 2016 – July 2016

Education

2010 – 2015 Instituto Politecnico Nacional – Escuela Superior de Computo Mexico

2014 – 2014 (1 semester as part of a scholarship) Wroclaw University of Technology Poland