

# ÁNGEL CHAPARRO

Game Developer

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## Experience

Life is the game Bucaramanga  
Unity Developer 06/2024 - Present

- Assisted in the development of immersive VR simulations using Unity, focusing on creating engaging and interactive virtual environments.
- Utilized C# to program VR interactions and behaviors, ensuring smooth and responsive user experiences within the VR environment.
- Collaborated with senior developers, designers, and artists to implement and refine VR features, adhering to best practices and project guidelines.

Life is the game Bucaramanga  
Trainee Unreal Engine Developer 03/2024 - 06/2024

- Designed and implemented data-driven systems, utilizing Unreal Engine's Data Tables and Blueprints to streamline game data management and integration.
- Established clear and efficient programming workflows, leveraging Unreal Engine's scripting capabilities with C++ and Blueprints to enhance project scalability and maintainability.

Life is the game Bucaramanga  
Unity Developer 07/2023 - 03/2024

- Participated in the design, development, release, and maintenance of game projects, focusing on UI systems, camera control, and animation systems.
- Contributed to various stages of game development, from system UI and user input to developing tools.
- Implemented game logic and maintained code quality through solid understanding of data structures and design patterns.
- Gained hands-on experience in network programming and multiplayer online game development.

## Education

Universidad Autónoma de Bucaramanga Bucaramanga  
Bachelor's degree 01/2019 - 12/2023

- Systems Engineer

## Summary

Passionate Systems Engineer with a Bachelor's degree and a love for programming and creating immersive video game experiences. With a solid foundation in game development and participation in various local video game events and game jams, I am eager to contribute by leveraging my skills in C++, C#, Unity, and Unreal Engine to deliver outstanding player experiences. I am responsible, creative, and perseverant, with a keen interest in new technologies and a commitment to continuous learning.

## Languages

English B2 ●●●●●

Spanish Native ●●●●●

## Skills

C# · C++ · Python · Javascript · NodeJS · Java

Unity · Unreal Engine · Visual Studio · Github · Git · Blender · Sql · MongoDB

## Other Projects

MULTIPLAYER VIDEO GAME IN UNITY: A multiplayer turn-based 2D video game developed in Unity

FULL-STACK WEB APPLICATION: An e-commerce web application built with Node.js, Express, and Pug

PATIENT ADMINISTRATION SYSTEM: A system with web integration that allows the administrator to view, create and edit the patient data of a hospital

## Passions

Avid gamer with a deep understanding of game mechanics and player experiences across console, PC, and mobile platforms.

Eager to learn and adapt quickly to new technologies and development environments.

Committed to fostering an inclusive and enthusiastic gaming community.