



# VICTOR ROSAS

## GAME PROGRAMMER

### CONTACT

@ victor.miguel.rosas@gmail.com

+56988240557

[Portfolio](#)

### ABOUT ME

Hello, I'm Victor Rosas, a game developer with a strong background in C# and Unity, as well as C++ and Unreal Engine.

I'm a game developer committed to creating captivating and innovative gameplay experiences. With a strong attention to detail and dedication to quality, I consistently deliver results that exceed expectations.

I enjoy tackling complex challenges and continuously seek opportunities to learn and improve.

When I'm not developing games, I stay up-to-date with industry trends, explore new technologies, and find inspiration in the world around me.

### LANGUAGES

Spanish: Native

English: Advanced

C1 Level

Portuguese: Basic

### EXPERIENCE

- **Sudaka Games (Internship) in the Game: Dirty Wars**  
August - December 2022

-Designed and fixed 9 levels of the game to enhance the player experience, using level design and critical thinking skills to identify and solve complex challenges.

-Developed approximately 20 new C# scripts to improve the game, including AI and randomization functions, resulting in a 30% reduction in bugs and a more engaging and immersive player experience.

-Improved the placement and layout of the UI, resulting in a smoother and more user-friendly experience for players.

- **Minverso**

April 2023 - Present

-In charge of project programming, being in charge of 1 project in its entirety and 3 secondary ones.

-Improved the interactions between interactables and players who use the application to generate a more immersive environment for VR.

-Developed approximately 50 scripts for the projects, which have helped old functions and upcoming functions.

-Successfully worked as part of a team under challenging deadlines, managing to win the best development award for one of the launched applications. Specifically, this was for 'FLSMIDTH' at expomin 2023

### EDUCATION

Game Designer

2023 University Andrés Bello. Santiago, Chile.

### SKILLS

- Object-oriented programming
- Animations
- Problem resolution
- Time management
- Leadership
- QA
- Application development
- Testing and troubleshooting
- Experience in cross-platform developments.

### TECHNICAL SKILLS

- Languages: C#, C++, Python
- Unity
- Unreal Engine
- Visual Studio
- Adobe Tools
- Microsoft Office
- AR/VR Development
- Optimization
- Machine Learning & AI Development