

# Daniel Ercilio Del Rosario Guerra

Software Engineer

Self motivated Unity Developer with 3 years of experience working with the Unity Engine creating game mechanics, 3D simulations and making tools to help artists improving their development process.

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## WORK EXPERIENCE

### Gamkat

UI/Gameplay Programmer

08/2022 - 03/2023

*Achievements/Tasks*

- Integrating the **Twitch-API** with Unity to handle gameplay features.
- Managed Gameplay related tasks alongside designers from prototype phase to end phase.
- Created custom tools using Unity's native GUI Inspector system and Odin Inspector for designers.
- Integrated art assets into the engine and improved optimization with artists.
- Usage of Timeline to create gameplay cinematics.

### 2Awesome Studio

Game Programmer

08/2021 - 01/2022

*Barcelona, Spain*

*Achievements/Tasks*

- **Wrote scalable and maintainable c# code on games and desktop applications.**
- Implemented **gameplay mechanics** and **UI systems** following designer's instructions using Unity's native UI System.
- **Created architectures and code for Ability System, Dialogue System, and Quest System.**

### GBM an IBM company

Web and AI Developer

08/2018 - 10/2020

*Dominican Republic, Santo Domingo*

*GBM is the leader technology company in Latin America, with more than 100M in revenue every year and with one of the best outsourcing products in the region.*

*Achievements/Tasks*

- **Chatbot with whatsapp integration for a restaurant.**
- Usage of IBM Watson and JS to build web applications for clients such: Restaurants and Malls.
- Developed applications to solve business situations and reduce tasks cost.
- Usage of python libraries to create apps integrated with in-house IBM solutions.

## SKILLS

Scrum Photon Unity Gaming Services

Unity Engine C# Git/Github

Gameplay Programming UI Programming

Cinemachine Editor Tools

Data Management

Performance and Scability Optimization

Visual Studio Proficiency

## PERSONAL PROJECTS

Project Scarlata

- **Project Scarlata is 2D platformer inspired in Celeste. Being developed in Unity since May 2022.** [Link Here](#) 
- Build all the systems including Gameplay, Character Physics, Ability System, UI System, Camera Systems.

## LANGUAGES

English  
*Limited Working Proficiency*

Spanish  
*Native or Bilingual Proficiency*