

Juan Sebastian Rueda Schmitz

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Summary

Game Programmer with 5+ years of experience in the game industry with proficiency in Unreal Engine and Unity. Adept at coding and implementing various gameplay features such as User interfaces, game mechanics, combat skills, camera movements and AI. Skilled in collaborating with cross-functional teams to enhance gaming experiences and contributing to projects from inception to release.

Skills

- **Game Engines:** Unreal Engine (2+ Years), Unity (5+ Years)
- **Programming Skills:** C++, C#, UMG, Blueprints Visual Scripting
- **Software:** Git, Perforce, Plastic SCM, Visual Studio, JIRA, Trello
- **Languages:** Spanish (Native), English (Fluent – C1)

Professional Experience

Life is The Game Bucaramanga, Colombia
Gameplay Programmer *January 2020 – Present*

Devomon Callisto – Unreal Engine 5

Role: Gameplay/UI Programmer

- Programmed multiple area skill attacks for different playable characters and dungeon bosses
- Implemented roaming AI movement inside dungeons and use of special effects during player combat using Behavior Trees
- Implemented UI screens for different areas of the game, including combat UI, Inventory, results screen, etc.

Omniwars – Unity

Role: Team Lead & Programmer

- Designed and developed all the gameplay logic from the game, including a turn-based combat system, AI combat behavior, assets integration and mobile input
- Established individual workflows and consultation for a small 5-person team
- Managed weekly meetings with the team to discuss current work progress and goals for the project

Manikins Relics & Tactics – Unity

Role: Gameplay Programmer

- Implemented camera system that controlled all camera movements and cinematics
- Contributed developing a dynamic input system to manage users input in multiple devices using Unity's new input system
- Collaborated with game designers to develop all AI gameplay logic, creating multiple enemy behaviors
- Worked on skill execution logic including skill activation conditions, damage and effects, and skill behaviors

Foresight Sports FSX PLAY – Unity

Role: Junior Game Programmer

- Prototyped camera system for cinematics during shots and course views in collaboration with game designers
- Implemented multiple game rules logic, including ball relocation logic for penalty areas and danger zones, as well as the gimmes indicator
- Worked alongside game designers and artists to create a weather system and a course loading system using asset bundles

Education

Systems Engineer *January 2015 – January 2020*
Universidad Autónoma de Bucaramanga (UNAB) Bucaramanga, Santander

Certifications

- Professional Game Development in C++ and Unreal Engine | Tom Looman | 2023
- C++ Programming for Unreal Game Development Specialization | Coursera | 2022