

Raúl Roa

Software Developer

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Mr. Roa
The name is Roa. Mr. Roa

Skills

C, C++, JavaScript, C#, PHP, Python, Ruby, Lua, Allegro, XNA, OpenGL, GLSL, UnrealScript, T-SQL, PL/SQL

Experience

Game Software Engineer at Playful Corp.

February 2015 – Current

- Full stack engineer – Client/Server development. Tooling and devops tasks.

Lead Software Architect at CREDLI.COM

April 2012 - December 2012 (9 months)

- Defined team coding standards
- Defined/implemented application architecture
- Implemented CMS system
- Defined/implemented localization pipeline

Adjunct Lecturer at Pontificia Universidad Católica Madre y Maestra

May 2010 - December 2012 (2 years 8 months)

- Taught introductory classes in Software Development to sophomore students of engineering programs.
- Taught introductory classes in Object-Oriented Programming and Design to sophomore and Junior students of Computer Science.
- Taught Data structures and algorithms to Junior and Senior students of Computer Science

Senior Software Engineer at Newtech S.A.

September 2009 - February 2010 (6 months)

- Worked on development of Verizon Business' internal issue tracking system.

Software Developer at Nextmedia Dominicana

May 2005 - May 2008 (3 years 1 month)

- Designed & Developed LOB applications for the private and public sector.
- Advised private and public corporations about legacy software architecture's reliability and profitability of a possible update.

Team Projects

SMU Guildhall | Chariot Assembly - With Strange Aeons

5 Developers (2 Programmers); 2 Months; GuildEd; Lua
March 2013 to May 2013

Responsibilities

- Dialog system
- Dialog triggers
- Level transitions
- Code Optimizations
- Extended the engine's utility interface (Lua)

SMU Guildhall | Unicorn Piñata - BOOM!

7 Developers (2 Programmers); 3 Months; UDK; UnrealScript
June 2013 to October 2013

Responsibilities

- Implemented round system for custom Aggressive Center Flag (ACF) mode.
- Implemented custom flag behavior.
- Implemented path finding behavior for decoy bots based on UDK's pathing system.
- Implemented custom text based system for multi-language support.
- Created custom UDK kismet nodes.

SMU Guildhall | everNerd Games - IDENTITY

14 Developers (4 Programmers); 6 Months; UDK; UnrealScript
October 2013 to May 2014

Responsibilities

- Implemented Security Cameras system.
- Created the Animation Trees for the main character and the guards.
- Implemented and fine-tuned the main character animations within the game.
- Implemented and fine-tuned the guard animations within the game.

Education

Southern Methodist University

Master of Interactive Technology in Digital Game Development, Computer Software Engineering, 2013 - 2014

Rochester Institute of Technology

Master of Science in Software Engineering, Software, Management, 2008 - 2009

Pontificia Universidad Católica Madre y Maestra

Bachelor's Degree in Computer Science, Software, 2003 - 2007

Languages

English

(Native or bilingual proficiency)

Spanish

(Native or bilingual proficiency)

Portuguese

(Elementary proficiency)