CRISTHIAN VIDAL

CONTACT

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LANGUAGES

- English: Intermediate
- Spanish: Native

SKILLS

3D Modeling, Animation and Motion Capture
- Blender
- iPi Soft

Image Edition
- Photoshop
- Gimp

Video Edition
- Adobe Premiere Pro
- Adobe After Effect

Software Development
- Unity
- Unreal Engine
- Godot
- Cocos2D
- Android Studio
- .NET Framework
- React
- Node.js
- Express.js
- Bootstrap
- Flask
- Jinja
- Joomla
- Pony

Containerization
- LXC/LXD
- Docker

Linux Systems
- Management and maintenance
- Networking
- Scripting
- Automation
- Deployment

Version Control Systems
- Git
- Perforce

Hosting and Server Management
- Plesk
- Ionos
- AWS
- A2 Hosting
- Vultr
- Oracle Cloud

ABOUT ME

I am an enthusiastic Software Engineer with 7 years of professional experience, I am highly skilled in programming and have a strong ability to learn and adapt to new challenges and technologies. I have 9 years since I started using Unity and 2 years using Unreal Engine on personal projects. In addition to game development, I also have expertise in web development, Android development, image and video editing, 3D modeling, 3D animation, and Linux systems.

PROGRAMMING/MARKUP LANGUAGES

- ASM x86
- Bash
- CSS
- C#
- C++
- C
- Haskell
- HTML
- JavaScript
- Java
- JSX
- Kotlin
- LUA
- PHP
- Python
- SQL
- XML

PROFFESIONAL EXPERIENCE

Game Engineer
RoGWoW | 01/2016 - 09/2022
- Design and implement game systems using C++ and relevant libraries, following best practices.
- Train and mentor junior developers, provide guidance on coding and debugging, and help them understand the project's codebase and architecture.
- Fix bugs and troubleshoot issues using debugging tools and deep knowledge of the game's codebase.
- Manage and maintain database connections, design and implement efficient and effective database schemas that integrate seamlessly with the game code.
- Reverse engineer and decompile client code as needed to understand and troubleshoot issues and identify opportunities for improvement.
- Handle the sending and receiving of packets between the server and the client, including implementing protocols for reliable and efficient data transfer.
- Enhance and optimize game code to improve stability and performance, using profiling tools to identify bottlenecks and implementing performance improvements.

Lead Android Developer
University of Havana | 08/2021 - 03/2022
- Managed development team through every stage to create higher education market mobile app.
- Developed mobile application tailored to client requirements.
- Maintained records of development procedures, architectures employed and other standard components, noting and striving to correct variances from best practice standards.
- Utilized best practices to identify and remedy bugs in applications within specific timeframe.

Full-Stack Developer
Peype | 03/2019 - 04/2020
- Presented and implemented website and integrated solutions to complement business operations.
- Built layouts and landing pages according to customer parameters and design guidelines.
- Designed and created websites, portals and large-scale web applications for multiple clients.
- Created websites and online applications to assist companies with online presence.
- Managed Linux-based VPS, including installation, configuration, monitoring, maintenance, and troubleshooting.