

SKILLS

- C#, Unity3D, Blender, Golang, Microservices, Protobuf, gRPC, Typescript, Code Generation with protobuf, Kubernetes, PHP, Visual Studio, Maya, Postgres, MySQL, Azure

EXPERIENCE

Circadence, Remote – *Technical Artist / Software Engineer II*

2018 – Present

- Working with 7 Unity3d projects, in which I have had to implement art from artists, assist in game designing and implement features. In addition to analyzing existing problems and implementing new solutions in Unity3d or C#.
- Provide essential foundational code for product quality assurance, integrate game mechanics to enhance game immersion, and optimize all Unity3d WebGL projects for seamless performance.
- Develop and design various prototypes for product pitches in-house, including a social engineering game, a VR game, and a multiplayer game.
- Create, modify and implement new Golang microservices containerized. Running in a kubernetes environment. Using technologies such as gRPC, buf, protobufs for code generation, proto compilers for c#, web, go, js and typescript.

NeoDeck Holdings – *Programmer*

2018 (3 months)

- Involved in the developing of a patient portal in Angular 5
- Upgraded an xml document generator that generated patient data into a human readable formatted doc.

JRC Tax & Accounting, Remote – *Programmer*

2015 – 2017

- Developed and Maintained a series of Web based applications to automate a series of repetitive daily tasks within the organization.
- Developed chrome extensions that would allow employees to login directly to intranet allowed websites using UID encryption.
- Designed and Built sophisticated time attendance, payroll system, and tax software.

Pixel Oaks, Remote – *Technical Artist*

2014 – Present

- Design and code, various game templates for third parties, including but not limited to, UI, game mechanics, score systems, and animations

Personal Projects

- Currently developing a mobile game with Unity3d and Blender for 3D graphics modeling and animation, as well as developing a backend for it in Go.
- Developed multiple mobile games with Unity3d, utilizing Blender for 3D graphics, some were submitted to the Android Play Store.
- Developed multiple web applications using Angular for frontend development.
- Designed and developed a grid of microservices using Golang and Protobufs, running on Kubernetes with auto-heal and horizontal auto-scaling capabilities, serving as a backend for a mobile game project. Implemented code generation for C#, Golang, Typescript, and JS using Proto compiler. Used Unity3d, Blender for modeling and animation, and employed Kubernetes, Helm, and Traefik for deployment and orchestration.
- Developed private Chrome browser extensions for a Tax Company in the island, as well as multiple web apps for tax form submissions using HTML, JS, CSS, and PHP.
- Created multiple Android applications using Eclipse with Android SDK and Android Studio, and submitted some applications to the Android Play Store.

EDUCATION

NUC University

Bachelor Information Technology – Software Development and Analysis **2017 – 2020**

Unity Certified Developer

Certification taken in Rio Piedras UPR **2016**

PERSONAL PROJECTS

Gaia Protocol

PC game featuring a small robot whose only purpose is to save the trees. Made with Unity3d and blender for animation and modeling. Responsible for game design, art, game mechanics, game logic and game programming.

[Link](#)

Dungeons

PC game inspired by Minecraft Dungeons, made with Unity3d and Blender. Responsible for game design, art, mechanics, game logic and game programming.

[Link](#)

Battles Royale

Jose O. Rosario Velazquez

email: jorvelazquez3@gmail.com

Websites: <https://carvedstoneinteractive.com> <https://jose-rosario.com>

Mobile Game with real time multiplayer powered by Photon, made with Unity3d. Individually built a fully fledged micro services grid to serve as backend for this game. *Responsible* for game design, art, mechanics, game logic and game programming.

[Link](#)

ZombieTown

Mobile Game made with Unity3d, zombie themed, arcade fast paced style. Covered from game design, art, mechanics, game logic and game programming.

[Link](#)

WIP and Experiments Repository

Filled with various videos of current working projects / prototypes

[Link](#)

PlayStore (Published Projects)

Some of my current and past android apps / games

[Link](#)