Arnel D Espiritu

09390922535 / arnel.espiritu@gmail.com
Game/Software Developer / Programmer
Birthday: November 5 1989
Age: 33
Gender: Male
Status: Single
Education: BS Computer Science , New Era University
Language: English, Filipino

linkedIn :
www.linkedin.com/in/arnelespiritu

Portfolio :
https://arnelespiritu.wixsite.com/portfolio

Experience
Senior Backend/Server Developer
Playngo, Oct 2020 - Present 2yr 6 m +
- Develop New Games per Quarter from Scratch.
- Collaborates with a team of Client Programmers, Graphics Artist, Game Designers, Sound Engineer, Animators and Producers using Agile Methodologies(SCRUM).
- Develop Game Server using Preexisting API, Database.
- Responsible for Deploying Game Clients, Dynamic Game Help Texts, Translations.
- Design protocols used by the game servers. Design Game Logic, and maintain Previous published games.
- Responsible for Converting Math Logic by mathematician into working code to achieve predetermined outcome.
- Ensures Best Coding Practices using sonarqube and by Team Code Review process.

Skills
C#, Nova, TeamCity, Web GMT, RDP , VisualStudio/Nuget, SonarQube, Jira, OctopusBuild, ProGet, Stride Prototyping, Resharper, Git/SourceTree/SmartGit

Senior Software Backend/Server/Game Developer
Gaming Network Solutions, LLC Oct 2016 - Oct 2020 4yrs

- Lead the Development of Game Application(Android,iOS and WebGL), Server Side Rest API and Database architecture(My SQL).
- Lead the development of New Games (Mostly **Multiplayer Casino Games**)
- Outsourced Games from Solaire and City of Dreams.
- Designs Game Logic, Multiplayer(SmartfoxServer) and other Game Mechanics.
- Write and maintain code for iOS, Android, Unity applications, along with any necessary server side scripting(java).
- Create level and settings editors for ease of game balancing and content integration.
- Maintains Previous Published Games and Adds Additional Features to it.
- Collaborates with a team of Web Programmers, Graphics Artist and Game Designers Using Agile Methodologies(SCRUM).
- Encourage skill growth and camaraderie within the team.
- Experience with Continues Integration/ Continues Development using Jenkins for Build Automation and Unit Testing.
- Communicates with the Client for the Development of the game and Testers as well.
- Monitor and analyze reports/errors sent by the Analytics.
- Prepare technical design documents.
- Using Any kind of tools to optimize game assets(Photoshop for images, Spine for bone animations, 3DMax for reducing poly)

Skills
UNITY3D, JAVA, C#, PHP, Laravel, SmartFoxServer, javascript, MySQL, HTML5, Android, IOS, Git

Web / Entertainment Developer
NuWorks Interactive Labs, Inc.
June 2016 - Oct 2016 6 mos

- Work Remotely with Clients and Developers from different countries to develop Server Side API for games and Web Applications .
- Leads the development of a VR Game
- Collaborates with a team of 3D Artist and Game Designers for Performance Enhancements.
- Engage in communication with clients and users

- Optimize and Enhanced VR Experience with the Help of Community Experts.
- Part of Research And Development Team and adapt   new technologies that may be used to other projects.

Skills
UNITY3D, JAVA, C#, PHP, Spring MVC, Laravel , javascript, Unity, MySQL, Android, IOS, Git

Full Stack Developer
Vibal Publishing/Virtualidad Inc.
June 2015 - jun 2016 1 year 1 mo

- Design, develop Learning Management System and other projects on web and mobile platforms.
- Works Under Agile methodology
- Works for the Development of REST APIs for La Salle Greenhills, FEU and Bureau of Customs.
- Test and debug applications.
- Works with UNICEF for the development of a kiddy game for Disaster Risk Reduction Management.
- Maintains computer systems and software applications.

Skills
UNITY3D, JAVA, C#, PHP, Spring MVC, Laravel , javascript, MySQL, Android, IOS

Unity Developer
Ranida Games Jun 2014 - jun 2015 1 year 1 mo

- Responsible for Web Application Development and other Server Side Related Code and Database Architecture
- Collaborates with a team of Web Developers, Unity Developers, Graphics Artist and Game Designers.
- Designs UI, Game Logic, Effects, Sounds and Other Features such as Analytics and Performance Enhancement and Optimization.
- Write and maintain code for iOS, Android and Unity Games.

Skills
JAVA, C#, Objective-c, PHP, CodeIgniter , Struts, Laravel, MySQL, Android, IOS, Git

Game Developer
Gonzo Games apr 2012 - jun 2014 2 yrs 1 mo

- This was my first game programming job, and I was tasked to develop Flash, Android and iOS games as part of outsourced projects.

Skills
JAVA, C#, Objective-c, PHP, Flash, CodeIgniter , Unity, MySQL , Android, IOS,Git