

Bryan Carranza

Software Engineer

Software Engineer with three years of professional experience in the areas of video games and Android development. I have worked as a Freelancer in DevOps, Web Dev, and Graphic Design projects. I'm currently looking for a job opportunity as a Software Engineer or Software Developer.

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Language: English B2

WORK EXPERIENCE

Game Developer/UI Programmer

CGBot

04/2022 – Present

- Implement and support UI systems to support game systems in AAA games, using C++ and ActionScript.
- Design and implement front-end game features that integrate efficiently with database and backend systems.
- Collaborate with artists, designers, and engineers in the development & delivery of features.
- Support and maintain existing systems with clear, maintainable code.
- Ensure the technical quality and function of the UI through tuning and bug fixing.
- Develop and maintain UI documentation using Confluence.

Game Porting Engineer

Gaming Quality Works

03/2021 – 03/2022

- Modified the game code to ensure it is compatible with the target console platform using C# and Unity.
- Optimized the game code to ensure optimal performance on the target console platform.
- Implemented specific features to the target platform.
- Ensured the technical quality through tuning and bug fixing.

QA Tester

Gaming Quality Works

11/2020 – 03/2021

- Report high-quality issues in accordance with certification guidelines for Sony, Microsoft, and Nintendo.
- Develop and execute test plans and test cases to ensure game quality and functionality.

EDUCATION

Bachelor's degree in Computer Science

Universidad Autonoma de Nuevo Leon

2016-2021

TECHNICAL SKILLS

Game Development - UI Programmer

Unity, C#, C++, ActionScript, Visual Studio, Flash, Jira, Perforce, Confluence, Xbox SDK, PlayStation SDK, Nintendo SDK.

Android Development

Android Studio, Kotlin, Jetpack Compose, XML, MVVM, Dagger 2.

Web Development

HTML, CSS, JavaScript, WordPress.

DevOps

Linux, Docker, Nginx, Git, Jenkins.

Graphic Design - UI/UX

Adobe Photoshop, Adobe Illustrator, Figma, Blender.

SOFT SKILLS

Creativity	Problem-solving	Adaptability
Teamwork	Time Management	Critical Thinking

PROJECTS

In my time as a Porting Engineer at Gaming Quality Works, I ported Evertried to [Nintendo Switch](#) and [PS4](#).