

José M. Nieves

(512) 766-5183 • jose.nieves@gmail.com

SUMMARY

Experienced Senior Software Developer that has been involved in all phases of software development lifecycle using a variety of tools and disciplines. Specialized in interactive entertainment with a strong backend and client development background. Bilingual in English and Spanish.

TECHNICAL SKILLS

C#/.Net/Core	GitHub Actions	Unity 3D	Rest API's
Ruby (Rails)	Jenkins/Team City	Unreal Engine C++	Perforce

EXPERIENCE

2022 – Present **Airship Syndicate** **Austin, TX(Hybrid)**

Senior Programmer

- Responsible for integrating Game Systems into easy to access modules for the UX team to consume for the game Wayfinder
- Coordinated with our publisher to design and create the commerce and in-game store and Battle Pass systems.
- Collaborated with the engineering team on best practices, style, and providing code reviews for every change list submitted during the project's lifespan.

2021 – 2022 **Wicked Realm Games (Tilting Point)** **Remote**

Senior Game Engineer

- Supporting the LiveOps team of Star Trek Timelines.
- Maintaining and improving weekly content deployment pipelines.
- Collaborating with a global remote team to deliver improvements, new features and content in a weekly basis.
- Transitioned team from Perforce to GitHub.

2016 – 2021 **Tricky Fast Studios** **Remote**

Senior Software Developer

- Partner with stakeholders throughout the product lifecycle to plan, develop, improve, and launch new interactive entertainment software for use in mobile and PC devices.
- Integrated a client site API that allowed users to manipulate smart house equipment (light bulbs, doors, irrigation systems, and cameras) with a TvOS app.
- Designed and implemented multiple REST API's on .Net, .Net Core, and Node.js to improve interactive gameplay, including an implementation of a master server using AWS, Docker, and GitHub CI tools to enable players to store and share current active games with their peers.
- Contributed to the development and improvement of several video game projects including Twitch Sings, Star Trek Timelines, Poptropica, and other unreleased titles resulting in successful product launches.

2013 – 2016

Independent Contractor

Remote

Senior Software Developer

- Collaborated with clients to define features and scope for various mobile games using Unity3D.
- Partnered with the Quality Business Process Team at AMD to help create a series of REST API's and applications to improve the collection of factory output data and aid key decisions makers in process improvement and yield optimization projects.
- Designed and implemented applications and reports for AMD management team to monitor quality of items, improve processes, and reduce costs.

2012 – 2013

Brinker International

Dallas, TX

Web Developer

- Maintained and improved web applications and customer-facing sites developed in ASP.Net SQL Server.
- Led all database updates for the Chili's restaurant chain, coordinating weekly with management and QA teams to manually process changes to local, regional, and global menus for the brand; wrote and tested scripts before deploying new data into production.
- Assessed inter-departmental web applications by collaborating with users to determine updates, mergers and web applications that needed to retire.

2008 – 2010

National Life Group

Dallas, TX

.Net Developer

- Created and implemented SSIS Packages, ad-hoc SQL Queries, C# web applications and improved SQL Server performance for several applications.
- Designed and created an application to manage letters sent to customers, which allowed active directory authenticated users to create, design and schedule printing jobs. Web application was designed with VB.Net on framework 2.0.
- Developed a portal to set up user permissions acquired from active directory, to allow corporate users access to the in-house web applications.

EDUCATION

Interamerican University of Puerto Rico

San Juan, Puerto Rico

Master of Science, Computer Information Systems (2008)

University of Puerto Rico

Arecibo, Puerto Rico

Bachelor of Science, Computer Science (2002)

Southern Methodist University

Dallas, Texas

Master's Certificate in Video Game Development (2012)