

José M. Nieves

Senior Generalist Engineer

(512) 766-5183 • jose.nieves@gmail.com • <http://www.josemnieves.com>

SKILLS

Programming Languages	C++, C#, .Net/.Net Core, Ruby (Rails), Java, TypeScript
Game Engines and Platforms	Unreal Engine 4 and 5, Unity 3D, PC (Steam), PlayStation 4 and 5, Mobile (iOS, Android)
Development Tools	Rider, Visual Studio, Perforce, Git, TeamCity, Jenkins, GitHub Actions, SQL Server, MySQL, UMG/Slate, Async Programming, API Integration, AWS, Relational Databases
Other Skills	Teamwork oriented, good communications and interpersonal relationships, very organized, excellent time management skills, problem solver.

EXPERIENCE

Airship Syndicate | 2022 – 2024 | Remote

Unreal Engine Senior Programmer

- Designed and implemented the Battle-pass and in-game store features. Worked with publisher to ensure the backend satisfied the feature requirements.
- Created tools for the UX department to help automate the creation of UI by using a data driven approach to designing Widgets. This increased productivity and accelerated the UI creation pipeline.
- Optimized Widgets by rewriting blueprints logic unto reusable C++ functions
- Collaborated with the engineering team on best practices, style, and providing code reviews for every change list submitted during the project's lifespan.

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

Senior Game Engineer

- Supporting LiveOps team of Star Trek Timelines by maintaining and improving content deployment pipelines.
- Collaborating with a global remote team to deliver improvements, new features and content in a weekly cadence.
- Upgraded SDKs in Unity for 3rd party plugins including Ad SDKs, Payment SDKs and even performed Unity Engine upgrades.
- Transitioned team from Perforce to GitHub.

Tricky Fast Studios | 2016 – 2022 | 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 using Unity 3D as the frontend.
- 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 projects including Twitch Sings, Star Trek Timelines, Poptropica, and other unreleased titles.

Independent Contractor | 2013 – 2016 | 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.

Brinker International | 2012 – 2013 | 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.

National Life Group | 2008 – 2010 | 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.
- Developed a portal to set up user permissions acquired from active directory, to allow corporate users access to the in-house web applications.

EDUCATION

Southern Methodist University**Dallas, Texas***Master's Certificate in Video Game Development***Interamerican University of Puerto Rico****San Juan, Puerto Rico***Master of Science, Computer Information Systems***University of Puerto Rico****Arecibo, Puerto Rico***Bachelor of Science, Computer Science*