José M. Nieves
Senior Software Engineer
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, and problem solver.

EXPERIENCE

Mob Entertainment | 2025 | Remote

UI Engineer (3-month contract) - Unannounced Game

- Translated Figma designs into functional game UI using Common UI and MVVM design patterns, ensuring seamless integration with core game systems.

Moonshot Games | 2024 – 2025 | Remote

Senior Engineer (6-month contract) - Wildgate

- Utilized Unreal's UMG, CommonUI and MVVM features to create data driven widgets with C++/Blueprints and closed any gaps between the game systems and the UI design.
- Helped integrate and implement AccelByte Commerce API
- Worked with UI Designers and artists to define and scope new features

Airship Syndicate | 2022 – 2024 | Remote

Unreal Engine Senior Programmer

- Utilized UMG to mockup layout with designers then added functionality with C++/Blueprints and closed any gaps between the game systems and the UI design.
- Designed and implemented the Reward Tower and in-game store features. Worked with publisher to ensure the backend satisfied the feature requirements.
- Optimized Widgets by rewriting blueprints logic unto reusable C++ functions
- Collaborated with the engineering team on best practices, style, and providing code reviews.

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 bi-weekly cadence.
- Upgraded SDKs in Unity for 3rd party plugins including Ad SDKs, Payment SDKs and even performed Unity Engine upgrades.
- Helped transition the team from Perforce to GitHub and migrated the CI/CD pipeline from Jenkins to GitHub Actions

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.

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