CONTACT ME AT

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PERSONAL PROFILE

I'm a Developer and Technical Director with more than ten years of experience in desktop and mobile projects development, multimedia, virtual reality, augmented reality and web advertising. I am interested right now in working on videogames or real time films and animation projects.

TECHNICAL SKILLS

Dev Languages

Visual .NET, C++, C#, JAVA, Python, JavaScript, PHP and other based PHP APIs, SDK for Android, AJAX, Jquery, CSS, Node and other JavaScript APIs.

IDE Software

Visual Studio, Pycharm, MonoDevelop, DreamWeaver, Visual Studio Code, Notepad++.

Design Software

3DSMax, MAYA, Adobe Premiere, PhotoShop, After Effects, Corel Draw, Substance Painter, Houdini

Game Engines

Unity 3D, Unreal

Render Engines

Cebas FinalRender, VRay, MentalRay, Arnold, RedShift(basics).

Production Management Soft.

Autodesk Shotgrid / Shotgun (basics)

DANIEL DELGADO

DEVELOPER & TECHNICAL DIRECTOR FOR VIDEOGAMES

POSITION OBJECTIVE

I am interested right now in working on videogames or real time films and animation projects. Looking to join a dynamic team as a Software Programmer or Technical Director where I could use my knowledge and professional skills, to improve tech in-house to have more dev in less time and start until finish the projects.

WORK EXPERIENCE

Technical Director
Guru Studio | Nov 2021 - Aug 2022

- Tools and fixes development for Guru Studio's Pipeline.
- Tools development in Python, Javascript, C#, HTML, CSS, for different software, for the animation department, and FX department.
- Tools and fixes developed for Autodesk Shotgun, Maya, Houdini, among other internal Guru tools.

Web Specialist
Storyboardart.org | Dec 2015 - present

- Web development in HTML5, CSS, PHP, JavaScript, using WordPress, RainMaker, LeadPages, ClickFunnels Convertkit among other web APIs.
- Edit and composite videos on Premiere and After Effects.
- Collaborated with the team on management task with precision and punctuality.

Lead Programmer
Troniks LTDA | Feb 2013 - Sep 2016

- Lead multimedia and digital programmer, Video game developer for PC and mobile.
- Create complex projects from start to finish in little time with precision, punctuality and perfection.
- Collaborated with other designers and developers.
- Translated requirements into polished, high-level apps.
- Creation of web systems, video games dev, virtual and augmented reality and apps programmer for PC, Mac, Android, and iOS operating systems.

Programmer

Technical artist

Logical Thinking

Abstract Thinking

Patience

Self Reliance

Attention to details

Communicative and Empathic

Collaborative and Helpful Teamwork Ability.

Passion for Success.

FREELANCE EXPERIENCE

TECHNICAL DIRECTOR AND VR DEVELOPER

Sergio Paez VR Live Action Short Film | Dec 2018 - present

- Create the VR Engine and new techniques to display the film in VR Hardware inside Unity3D
- Design and test new techniques to synchronize the 3D objects with the film footage.
- Sync 3D audio with the movie inside Unity3D

LEAD PROGRAMMER

TARGET BACRIM PROJECT | May 2015 - Jan 2017

- Game design and Level Design
- Lead C# programmer and Unity Development
- Online system database in MySQL, PHP, HTML5, CSS for players' data saving process.
- SMS Mobile APIs to send messages from the game to the real player's mobile phone.

PERSONAL PROJECTS

PROJECT MANAGER AND LEAD PROGRAMMER

043 IMAGINE | Dec 2017 - present

- Game design
- Manage the small team to create from the start the game Gate of Infinyx.
- Collaborate with the team to design characters, stages and props.
- Program the game

EDUCATIONAL HISTORY

Allan McKay's

Technical Director Certification | August 2021 - January 2022

- Programming tools and plugins for the production pipeline and project management in film studios.
- Languages: Python, MEL, MaxScript, JavaScript

Universidad Politecnica de Valencia - Spain

Apps Development Course | Jan 2013 - April 2013

- Java SDK and Android SDK development course.
- Start to create a game and launching new apps and services

Technical Commercial School "Dr. Jesus Munoz Tebar" Venezuela

BA Science Computer | Oct 1995 - Jul 1998

- Science computer and technical support.

LANGUAGES

SPANISH
NATIVE

ENGLISH
FLUENT