**EDDY ROBERTO ELGUEZABAL**

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[LinkedIn](https://www.linkedin.com/public-profile/settings?lipi=urn%3Ali%3Apage%3Ad_flagship3_profile_self_edit_contact-info%3Ba3k23R%2B9SMSd5Kmj%2B6lSZw%3D%3D) | [Portfolio](https://eddye-portfolio.com/)

**GAME DEVELOPER | PROGRAMMER | DESIGNER | SOFTWARE ENGINEER**

Innovative and detail-oriented game developer with expertise in programming, system design, and live-service game development. Proven track record of leading cross-functional teams, delivering high-quality games, and implementing scalable and efficient systems. Passionate about creating immersive experiences and fostering collaboration to achieve ambitious goals.

**𑁋SKILLS𑁋**

**Programming & Scripting Languages**

C# | Java | C | C++ | HTML | CSS | JavaScript

**Tools & Technical Skills**

Unity | Backend Development (PlayFab) | Azure Function Apps | Azure Storage Tables | Unreal | Godot | Steamworks | Git | Github Desktop | Maya 2022 | Microsoft Suite | Trello | ClickUp |Networking (Netcode for GameObjects) | Live Service System Design | UI Programming | Repository Management | Unity Assembly Definition Management | Unity Editor Tool Development

**General Proficiencies**

Game Producer Experience | Office & Operations Management | Fully Bilingual (English & Spanish) | Talent Acquisition | Team Leadership | Convention Booth Planning and Management | Employee Training

**𑁋EXPERIENCE𑁋**

**Boltz Entertainment** March 13th, 2023 – Present

**Senior Software Engineer** Orlando, FL

Played a pivotal role in transforming Boltz Entertainment from a startup indie company into a fully operational studio. Led the development and production of *Write Warz* ([link](https://store.steampowered.com/app/2477650/Write_Warz/)) from, a live-service writing party game, while collaborating closely with the Game Director to drive design, programming, and marketing strategies. Key accomplishments include:

* Developed core gameplay systems, including networking with Netcode for GameObjects for primary gameplay mechanics.
* Designed and implemented character abilities, main menu character selection, and font customization features.
* Used Unity Scriptable Objects to create flexible, scalable, data-driven workflows for gameplay and match settings.
* Built backend infrastructure with PlayFab to manage player accounts and microtransactions.
* Performed code reviews to maintain quality standards and mentored junior developers and interns.
* Managed GitHub repository workflows, integrating multiple developer branches and resolving conflicts efficiently.
* Recruited, trained, and managed a team of programmers, artists, VFX specialists, and writers.
* Facilitated communication between the CEO, programming team, and art team.
* Organized in-office beta testing sessions to gather feedback and refine gameplay.
* Represented the company at conventions by coordinating booth setups and showcasing the game.

**𑁋INDEPENDENT GAME PROJECTS𑁋**

**Realms -** [Link](https://store.steampowered.com/app/1990480/Realms/) June 10th, 2022

**Programmer**

Contributed to programming core gameplay systems, including AI, animations, and environmental elements.

* Implemented enemy AI behaviors and animations to create engaging combat encounters.
* Developed traps and environmental hazards to enhance gameplay challenges.
* Built a basic stat system supporting character progression and balance.

**Chamber of Elements** Unreleased

**Programmer**

* Developed a Scriptable Object-based element system and state machine to manage turns and enable data-driven design.
* Designed a robust stat system capable of processing and stacking multiple modifiers.
* Developed a roguelike “run” system with procedural generation for varied playthroughs.

**𑁋EDUCATION𑁋**

**Bachelor of Arts in Digital Media – Game Design Track**

**Minor in General Computer Science**

University of Central Florida, Orlando, Florida

**𑁋AWARDS𑁋**

**QS Reimagine Educations | Blended & Presence Learning Award Finalist | Write Warz** 2024

**Dreamhack Atlanta | Audience Choice Award | Write Warz** 2024

**Dreamhack Dallas | Best Indie Game | Write Warz** 2024