Eduardo Escudero

💼 Portfolio   ✉ eescudero_arens@hotmail.com   in linkedin.com/in/eescudero/   github.com/amonjerro

Game designer and software developer from Peru. Has independently released one game on Steam. Graduated from RIT's Master's program in Game Design and Development. Previously, worked professionally as a software developer for 6 years, focusing on backend and machine learning model development for web services.

Relevant Projects

Vessyl | *Unreal, C++, Blueprints, Perforce*   May 2024 – May 2025
Encounter Designer and Gameplay Developer   *Rochester, NY*
  - Shaped and developed the system for procedural encounters and rewards
  - Collaborated closely with level designer and AI developer to create engaging combat encounters and enemy types
  - Prototyped and gray-boxed level layouts to test possible combat scenarios
  - Collected and responded to play feedback to tune enemy locations, density and composition
  - Developed tools for controlling wave triggering and enemy reinforcements
  - Defined metrics for encounter balancing and created pipelines to monitor them during play testing sessions
  - Designed and implemented the game's onboarding, including tutorial fights to teach player the mechanics of our third-person action game

Bat Bots | *C#, Unity, MongoDB*   May 2024 – Nov 2024
Game launched on Steam as a 5-person team project during the second half of 2024   *New York, USA*
  - Engineered multiplayer support
  - Optimized collision avoidance algorithm to ensure performance remains at 60 frames per second or above
  - Created play data capture pipeline by leveraging AWS Lambda and Mongo Atlas technologies
  - Integrated with Steamworks API to support Steam achievements and Remote Play™
  - Created Flask API and hosted it on client's AWS infrastructure as EC2 container to provide access to model

Experience

Compass   Sep 2021 – Aug 2023
Software Engineer   *Remote*
  - Worked as part of a team of over 50 web development engineers which coordinated between offices in Los Angeles, New York, Argentina and Peru
  - Implemented a Python API to allow interoperation between two separate real-estate transaction handling systems that fielded over 150,000 requests per day
  - Authored a code coverage evaluation script that identified testing shortcomings and worked to increase coverage from 70% to 95%

Sapia   Jun 2017 – Sep 2021
Machine Learning Engineer   *Lima, Peru*
  - Produced a risk clustering model using K-Means using Python for a microloans client resulting in an annual default reduction over USD 1.5M.
  - Trained a student churn risk XGBoost model using Python which gave a 30-day warning for risk cases with an F1 score over 0.7. Used said model to create A/B testing strategies to validate churn factor hypotheses
  - Built a news classification model leveraging IBM Watson natural language APIs and a NodeJS backend that processed over 20,000 news items daily

Education

Rochester Institute of Technology   Expected May 2025
Master of Science in Game Design and Development   *Rochester, NY*
  - **Relevant Coursework:** Game Development Processes, Game Graphics Programming (C/C++), Gameplay and Prototyping (C#), AI for Gameplay (C#, C++)
  - **Graduate Research:** A Taxonomy of Third-Person Game Camera Behaviors

Universidad de Lima   Aug 2008 - Dec 2014
Bachelor's Degree in Psychology   *Lima, Peru*

Technical Skills

Languages: C#, C++, Python, Go, Javascript, TypeScript, PHP, HTML, CSS, SQL, NoSQL
Technologies: Unity, Unreal Engine, Aseprite, GIMP, Flask, NodeJS, Express.js, TensorFlow, Git, Perforce
Concepts: Game Design, Artificial Intelligence, Procedural Content Generation, Tools Development, Build Engineering, CI/CD