

# Eduardo Escudero

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## Summary

Game designer and software developer from Peru. Has independently released one game on Steam and is set to graduate from RIT's Master's program in Game Design and Development in May, 2025. Previously, worked professionally as a software developer for 6 years.

## Education

### Rochester Institute of Technology

*Master of Science in Game Design and Development*

Expected May 2025

Rochester, NY

- **Relevant Coursework:** Game Development Processes, Game Graphics Programming (C/C++), Gameplay and Prototyping (C#), AI for Gameplay (C#, C++)

### Universidad de Lima

*Bachelor's Degree in Psychology*

Aug 2008 - Dec 2014

Lima, Peru

- **Relevant Coursework:** Human Learning Processes, Cognitive Psychology, Organizational Psychology

## Experience

### Compass

*Software Engineer*

Sep 2021 - Aug 2023

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 interoperability between two separate real-estate transaction handling systems that fielded over 4,000 requests per second
- Authored a code coverage evaluation script that identified testing shortcomings and worked to increase coverage from 70% to 95%

### Sapia

*Machine Learning Engineer*

Jun 2017 - Sep 2021

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
- Built a news classification model leveraging IBM Watson natural language APIs and a NodeJS backend that processed over 20,000 news items daily

## Projects

### Vessyl | Unreal, C++, Blueprints

*Encounter Designer and Gameplay Developer*

Aug 2024 - May 2025

Rochester, NY

- Designed and implemented the game's onboarding
- Shaped and developed the system for procedural encounters and rewards
- Collaborated with our level designer to develop tools to design and iterate with procedural generation

### Bat Bots | Unity, C#, NodeJS, Python

*Gameplay Designer and Developer*

May 2024 - Aug 2024

Rochester, NY

- Devised multiplayer support for up to 4 players locally and through Steam Remote Play
- Designed and implemented rules for 3 game modes
- Spearheaded integration with Steamworks and led Steam release tasks

## Technical Skills

**Languages:** C#, C++, Python, Go, Javascript, TypeScript, PHP, HTML, CSS

**Technologies:** Unity, Unreal Engine, Aseprite, GIMP, Flask, NodeJS, Express.js, TensorFlow, PyTorch, jQuery, React.js, Electron

**Concepts:** Game Design, Artificial Intelligence, Procedural Content Generation, Tools Development, Build Engineering, CI/CD