

Dorian Cadenas Álvarez

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Passionate UI Software Engineer who loves the letters on my screen transforming into something alive.

🔑 Key skills

- Knowledge of C++, C# and Java plus scripting languages.
- Used to Agile methodology
- Use of tools Unreal, Visual Studio, Jira, Git, Perforce and Confluence.

📁 Work experience

July 2023 **Saber Interactive**

to present

- ◆ UI software engineer
- ◆ Design and implementation of UI screens and elements by request in a dynamic environment with high uncertainty.
- ◆ Contribution to code base by establishing standards, creating common elements/screens for different projects and improving code quality. Allowing to an increased team efficiency.
- ◆ Technologies used: Unreal and C++.
- ◆ Working on Turok: Origins

July 2019 **Electronic Arts**

to July 2023

- ◆ UI software engineer
- ◆ Responsible of writing technical documentation for new features, including task breakdown, implementation and bug fixing. Involved in team task estimation from scratch designs, for evaluating feasibility.
- ◆ Close collaboration with different teams (design, QV, artist, producers) in different countries
- ◆ Worked on cancelled NBA Live 20 (PC/Xone/PS4)
- ◆ Shipped Madden 21, Madden 22, Madden 23 and Madden 24 (PC and consoles)
- ◆ Technologies used: Frostbite, C++, ActionScript 2.0

April 2017 **Unidesa/Cirsa**

to April 2018

- ◆ C++ game developer for slot machines.

January 2019

to July 2019

- ◆ Responsible of developing a game and porting another using in-house engine and C++.
- ◆ Worked closely with artists, sonology, game designer and QA department.
- ◆ Support and close work with other coworkers in order to help them and/or solve bugs.

- June 2016
to October 2016 **Digital Legends Entertainment**
- ◆ QA tester with mobile videogames AfterPulse and Respawnables (shooters).
 - ◆ Tested videogames in testing and pre-release states.
 - ◆ Coordinated efforts with other testers to find bugs in multiplayer and events modes.
 - ◆ Daily smoke testing and specific test (stress, new features, players' reports...).
 - ◆ Detailed reports of bugs using Jira and based of game's documentation.
- July 2014
to September 2014 **Proconsi S.L.**
- Porting of a hotel trade program from Windows mobile to Android.
- July 2011
to September 2011 **Indra Sistemas S.A.**
- Porting a program of inhibitors' project used in security from C# to Java.

Education

- 2015 – 2016 **Master degree in Videogame design and development** - First Class
- Universitat Politècnica de Catalunya (Spain)
- ◆ Most relevant modules are Game Design, Game Engines, Advanced Programming, 3D Programming, Graphic Design, 3D Modeling and Animation.
 - ◆ Projects made: A tribute of Caveman Ninja made with SDL and C++
 - ◆ Final Year Project: A puzzle-platformer game made in Unity within a team of 6 members. Responsible of the AI, UI, part of the physics and gameplay, game data persistence, tools and builds for Linux. The game, 'Drop' earned various awards.
- 2011 – 2015 **Degree in Computer Science Engineer** - First Class with Honours (8.6/10)
- University of León (Spain)
- Projects made: A Tetris clone made with C++ and SFML.
 - Final Year Project: 'Graphiure', a game engine made with C++, SFML and TinyXML with a data-driven architecture.
- 2009 – 2011 Higher on Informatic's application development – First Class with Honours (9/10)
- High School San Andrés del Rabanedo, León (Spain)
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