

EDUCATION

Northeastern University <i>MS, Game Science and Design (GPA: 4.0/4.0)</i>	May 2026 <i>Boston, MA</i>
▪ Relevant Coursework: Game Design and Analysis, Mixed Research Methods, Data-Driven Player Modelling	
Universidad de los Andes <i>BS, Computing and Software Engineering</i>	Oct. 2017 <i>Bogotá, Colombia</i>

WORK EXPERIENCE

Electronic Arts (EA) <i>C++ Developer</i>	Dic. 2021 – Aug. 2024 <i>Bogotá, Colombia</i>
▪ Designed and implemented C++ modules for secure authentication and data sharing between the EA App, Steam, and Xbox’s Microsoft App, reducing cross-platform login and account linking issues by 25%.	
▪ Build C++ telemetry modules that collect real-time metrics from distributed services and visualized with Kibana and Grafana dashboards to help engineers resolve 90% of issues within 30 minutes.	
▪ Refactor the update system to preserve session state and processing tasks across deployments, reducing user-reported service interruptions during updates by at least 30% over the next two quarterly releases.	
Bizagi Latam <i>Technical Leader – Cloud Infrastructure</i>	Jul. 2021 – Dic. 2021 <i>Bogotá, Colombia</i>
▪ Lead a 4-person team to deploy Bizagi products across Azure environments for clients, completing 95% of deployments over a 6-month period while maintaining SLA compliance with no critical post-deployment incidents.	
▪ Define and document cloud infrastructure strategies aligned with Bizagi’s product roadmap and client scalability needs resulting in a 20% improvement in delivery consistency.	
▪ Provide ongoing infrastructure and strategic support to five enterprise clients, resolving 90% of infrastructure-related issues within 24 hours.	
Bizagi Latam <i>Software Engineer</i>	Mar. 2018 – Jun. 2021 <i>Bogotá, Colombia</i>
▪ Automated Azure infrastructure setup for Bizagi deployments, cutting manual provisioning time by 70%.	
▪ Built tools for monitoring, backups, incident recovery, by improving system reliability and halving recovery time.	
▪ Developed a reverse proxy for trial environments, reducing new trial setup time by 40% over six months.	
▪ Created integration tests with 90% coverage to ensure tool reliability across scenarios by end of Q2.	

SKILLS

Programming: C++, C#, .NET, Python, SQL, R, Node.js, JavaScript, HTML, CSS, Angular, React

Technologies & Tools: Microsoft Cloud Azure, Visual Studio, Tableau, Data Visualization, Kibana, Grafana, Figma, Trello, Slack, Microsoft Teams, Supervised Learning (Linear Regression, Decision Trees), Unsupervised Learning (Cluster, K-Means, PCA)

Soft Skills: Agile, Scrum, Technical Leadership, Emotional Intelligence

LANGUAGES

- Spanish: Native
- English: Fluent

GRANTS & AWARDS

- Art + Design Project Grant, Northeastern University (2024–2025)
- Tuition Scholarship, Northeastern University (2024–2026)