

# José Luis Scolari

Experienced game developer seeks a role developing fun games.

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## EXPERIENCE

### Software Developer & Game Designer, *Freelance*

Buenos Aires AR, February 2011–Present

- **Currently in development** January 2017–Present — Design, development, prototyping, and implementation of game mechanics, UI, and general coding and bug fixing for a simulation/management game.
- **Okhlos, Coffee Powered Machine** July 2013–December 2016 — Development of game mechanics, including AI programming for Okhlos. Company representative to Espacio Personal Juegos in Tecnópolis (2013) and contributing author to Okhlos IndieDB development blog.
- **Laminación Basconia S.A.** February 2011–February 2012 — Designed and programmed a document management system to facilitate company compliance with international quality management system standards (ISO 9001).
- **Juntas Gomez** February 2011–February 2012 — Designed and engineered a manufacturing cost management system to effectively estimate and calculate production costs resulting in appropriate and competitive market pricing.

### J2ME Lead Programmer, *Mobilenik*

Buenos Aires AR, May 2010–January 2011

J2ME development for a homebanking app for Santander Rio, a leading Argentine bank, in collaboration with iPhone, Blackberry, Android, and Windows mobile development teams. Trained and managed the J2ME team of programmers.

### J2ME Lead Programmer, *6s Mobile S.A.*

Buenos Aires AR, October 2008–September 2009

Developed mobile advertising apps for clients, such as Telefónica España.

### Programming Consultant, *Stefanini*

Buenos Aires AR, July 2008–October 2008

Developed stand-alone programs and web services onsite. Prominent clients, including Banco Galicia, one of the leading banks of Argentina.

### Programmer, *Gameloft*

Buenos Aires AR, June 2007–June 2008

Java game development for a range of cell phone models, including Samsung, Motorola, LG, SONY, and others.

## PORTFOLIO

<https://www.jlscolari.com/>

## SKILLS

Software Development (10y), Object Oriented Programming (10y), Source Control (8y), PC Game Development (5y), Scripting (4y), User Interface Design (4y), Game Design (3y), Mobile Game Development (1y)

## PLATFORMS

Java (6y), Eclipse (6y), TortoiseSVN (6y), Unity (4y), C# (4y), J2ME (3y), MySQL (2y), Visual Studio (2y), TortoiseGit (2y), XML (2y), J2EE (1y), Python (1y), Javascript (1y) Apache Tomcat (1y), Swing (1y), LWUIT (1y)

## LANGUAGES

English (fluent, 20y), Spanish (fluent, native language)

## EDUCATION

Linguistics, Universidad de Buenos Aires, Argentina, 2002-2005