

Carlos Miguel Correa Medina
Game Developer / Tool Engineer / Software Engineer

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🌐 [Portfolio](#)



A hardworking and detail-oriented Game Developer, Tool Engineer, and Software Engineer with **4+ years of experience** in game development and tool creation. Skilled in implementing innovative solutions, creating performance tools, and optimizing workflows for development teams. Known for effective communication, teamwork, and delivering high-quality results. Passionate about solving complex problems and enhancing user experiences.

Hard Skills:

Languages & Tools:

- **Game Engines:** Unity (3 years), Unreal Engine (1 year), Godot Engine (2 years)
- **Programming Languages:** C# (3 years), C++ (2 years), Python (3 years), PHP (1 year), JavaScript (1 year), CSS (1 year), HTML (1 year)
- **Databases:** MySQL (1 year), SQLite
- **Other Tools & Skills:** Git, Perforce, GitLab, GitHub, Bitbucket, Docker, TDD, CI/CD, Linux/Unix (2 years), Networking (TCP, UDP Sockets), Maya DCC Scripting (1 year), PySide6, Pytest, Multithreading (C#, C++), SFML(C++), UML Diagrams, Software Architecture, Clean Code

Professional Experience

Software Engineer / Tool Engineer

Soleil | *October 2023 – Present*

- **Performance Analysis Tool:** Designed and developed a tool for analyzing multiplayer game performance, identifying FPS drops, and other issues. Utilized **C++**, **Unreal Engine**, **Laravel**, **PHP**, **MySQL**, **JavaScript**, **CSS**, and **Leaflet** to gather, store, and visualize gameplay data on a web interface.
- **Desktop Application for Animators:** Led the development of a desktop tool simplifying Git and Perforce usage for non-programmers. Built using **Python**, **Qt**, **Pytest**, **SQLite**, **SSH**, and **Multithreading**. Documented the design, managed development, and integrated CI/CD pipelines with GitLab for automated testing.

Game Developer

Tagwizz | August 2020 – September 2023

- **City Builder:** Implemented UI features, client-side logic, and integrated Google Analytics for player insights using **Unity and C#**.
- **Auto Chess Game:** Enhanced NPC pathfinding AI and contributed to online multiplayer development using **Unity and Photon**.
- **3D Visual Novel:** Developed a custom tool for dialogue integration and story visualization for game designers using **Unity and C#**.
- **DCC Animation Tool:** Created a Python scripting tool for Maya, enabling animation transfers between characters with JSON-based bone connection export/import functionality.
- **QA Tool:** Built a TCP/UDP-based tool to record gameplay inputs and stream game screens to a desktop application for QA analysis, using **C# (client-side) and Python/Qt (server-side/Desktop application)**.

Indie Game Developer

2019 – 2020

- **2D RPG:** Created a complete RPG in **Godot**, implementing NPC AI (behavior trees), battle systems, gameplay mechanics, UI, and database management.
- **Platformer Game:** Developed a platformer game in **Unreal Engine with C++**, focusing on obstacle navigation, platform jumping, and power-up collection.

Academic & Personal Projects

Computer Systems Engineering Projects

Instituto Politécnico Nacional (IPN), ESCOM | 2016 – 2021

- Collaborated on multidisciplinary projects involving mathematics, networking, web services, software engineering, electronics, and algorithms.

Languages

- **English:** Fluent
- **Japanese:** Business level
- **Spanish:** Native

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GitHub: <https://github.com/cmcm21>