

Sebastián Castro

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Summary

Mobile developer for Android and iOS with more than 9 years of experience building applications and games for those platforms.

As a game developer I worked for game development studios like Zynga, Big Fish and GREE. Also, I built and managed my own company where, besides applications, we built 2 games from our own brand, and also a couple more for other companies, from prototypes to full products.

For development I used always native code (Objective-C and Java) and had most experience in the Cocos2D engine (for iOS and some experience with their C++ version). Now, I'm moving to Unity for game development, Swift and Kotlin for mobile applications.

Experience

MVD Forge, Uruguay — Founder

APRIL 2010 - JANUARY 2017

As owner and lead developer of the company, my work was from company management to software development. We build applications and games for iOS and Android (all native) for different clients, from the requirements relieve and analysis to the launch into the store.

Developed games mostly for iOS using Cocos2d-iphone, and some apps with intensive graphics requirements using Cocos2d-X.

Nextive Solutions, USA (telecommute) — Mobile Developer

DECEMBER 2009 - JUNE 2012

As a mobile developer in the company my work was to develop iOS and Android interactive applications and games. Usually, the process also involved the migration of the app between platforms, from iOS to Android and vice versa.

These are the games I was involved during my time in the company:

- Distinct Dev - MoronTest (Android, native) - Architect and Developer
- EtchASketch (iPad, core animation) - Developer
- Zynga - Street Racing (Android, native) - Architect and Developer
- Zynga - Farmville (iPhone, Cocos2d) - Developer
- Zynga - Live Poker (iPhone and Android, native) - Developer
- Big Fish Games - My Tribe (Android, libGDX) - Developer

Urunet, Uruguay — Consultant

JUNE 2012 - AUGUST 2012

Implementation and professor of course about the development of mobile applications for Android and iOS platforms.

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Replayful, Uruguay — Consultant

NOVEMBER 2010 - DECEMBER 2010

Consulting for a specific multimedia application development for iPad. As a consultant, I helped in defining the application architecture and provide technical advice to the development team. Also provide guidelines on how to implement the different functional requirements of the application.

IN Switch Solutions, Uruguay — Project Manager & Developer

MAY 2005 - MAY 2009

As a manager I had to be able to work from the development area to the commercial area, in order to properly fulfil the requirements from the client, and provide a solid technical solution for real time applications.

As a developer, we built real time applications for the telecommunications industry. The applications were built using C++, deployed over Linux and Windows, from simple gateways to low level communication protocols.

Education

Universidad de la República - Facultad de Ingeniería, Uruguay — Software Engineer

JANUARY 1997 - UNFINISHED

I finished most of the technical courses needed for a degree, but after that I found the career pretty boring and started to work full time. Usually the career is doable in 5-6 years, I went for 4 years.

Berlitz, Uruguay — English course

JANUARY 2008 - DECEMBER 2008

English course, level 5 (intermediate).

Skills

iOS (Objective-C & Swift)

Android (Java)

Cocos2D Engine

Firebase Platform

Game Design

Game Development