

## Education

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**Computer Science** • Associate in Science • Cuesta College SLO • **2011 - 2013**  
**Business Engineer** • Bachelors • ESEN • University for Business & Economics • El Salvador • **2015 - 2021**  
**Harvard Online** • EdX.org • CS50 Python Programming • **2021**  
**Stanford Online** • Coursera • Game Theory 1 & 2 • **2021**  
**Philosophy** • Nueva Acropolis • **2018 -**

## Employment

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- Sugarfunge Protocol** <https://sugarfunge.com/> **GAME ECONOMY MANAGER** **2022 -**
- In charge of research and creating documentation that contributes to economy models within games.
  - Design multiple economy system simulations to test the framework.
  - Working on pipelines for live ops analytics within games, tracking each asset weight with AI.
  - Designing & Developing core blockchains infrastructure for scaling player-owned economies for games, simulations and XR experiences. Smart contracts, DeFi, GameFi, market makers.
- Vertex Studio** <https://vertexstudio.co/> **SENIOR GAME DESIGNER** **2020 -**
- Design game-play systems for multiple titles including mechanics, levels, worlds, & characters development.
  - In charge of designing the economy systems for all titles, including it's continued maintenance. Staying up to date with all latest economy design & balancing trends, and running simulations to ensure platform sustainability.
  - Collaborate with stakeholders across multiple departments such as programmers, tech-artists, animators.
- Simbotic** <https://simbotic.ai/> **PRODUCT MANAGER | AI** **2021- 2023**
- Working on real time pipelines for generating synthetic data for training AI models.
  - Improving sample efficiency of reinforcement learning models with rich virtual environments with dense rewards.
  - Working on design the systems for economic behavior tr in the autonomous NPC system, so that we an automate the rules of progression and leveling in characters within unreal engine.
- Rawbots** <https://rawbots.github.io/> **GAME ECONOMY MANAGER** **2017-2019**
- Helped with the design of the economy modules, and creation of cohesive robot parts.
  - Created game play mechanics & rigged characteristics within UE4
  - Built a data visualization module for part inventory count across the game, and trade history.
- PGS 360** <https://pgs360.com/> **PRODUCT OWNER | TRADING & LOGISTICS** **2012-2020**  
**Skalex GmbH** <https://www.linkedin.com/company/skalex-exchange/>
- Product owner for platform design. Coordinate with multiple stakeholders, create documentation & design documents.
  - Designed monetization strategies for enterprise customers.
  - Research regarding trading systems and provided documentation for feature implementation.
- Kadevjo** <https://www.behance.net/kadevjo> **GAME DESIGNER** **2014-2018**  
**ViRSE** <https://dreamlandxr.com/>
- Worked on economy design & bartering mechanics for popular games.
  - Created levels & progression systems for in-app rewards.
  - Assisted with role-playing character archs, and coordinated operations across stakeholders & disciplines.

## Skills

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Python	TensorFlow/Pytorch	Tableau	Game Design
Lua Script	GStreamer	Git • Github • Gitlab	World/Level Design
UE Blueprints	Advanced Excel	Adobe Products	Economy Balancing
NumPy/Pandas	3D Math	OpenAI API	Atlassian JIRA/Confluence
Machinations	SQL - Databases	Behavior trees	Live Ops Analytics