

Ricardo Liganor

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Experience

- **The Beans Team** **Toronto, Canada**
Associate Game Programmer *July 2019 - July 2020*
 - Assisted in the development of successfully funded prototype.
 - Worked in a small team consisting of two programmers to create the prototype in Unity with C# Scripting.
 - Built gameplay features and tools within Unreal Engine 4 and C++.
 - Development focused on Data-Oriented Design principles and the ECS architecture.
 - Collaborated iteratively with art, design, and my lead engineer to develop and support key systems.
 - Contributed to technical design discussions and wrote simple, maintainable code.
 - Resolved bugs that came up.
 - Collaborated with team using Git, Perforce, Jira, and Confluence

- **Lightspeed** **Montreal, Canada**
Web Developer *August 2018 – June 2019*
 - Responsible for the creation of their customer's websites.
 - Part of a small team and took full responsibility on the management of new websites.
 - Created various custom plugins in PHP or JavaScript.
 - Participated in biweekly retrospective meetings and daily scrums.

- **Clinique 1037** **Montreal, Canada**
Information Technology System Specialist *November 2016 - August 2018*
 - Provided quick and efficient system application operations.
 - Handled day-to-day IT issues.

- **ABB** **Montreal, Canada**
Junior IS Analyst - Internship *August 2014 - January 2015*
 - Co-developed core application with team using agile methodology.
 - Managed system maintenance to roll out scheduled updates.
 - Performing company wide presentations in both English and French.
 - Improved support ticket wait time through filter system.

Education

- **Bachelor's Degree in Software Engineering** **Concordia University**
Montreal, Canada *2013 - 2019*

- **Diplôme d'Études Collégiales (DEC)** **Marianopolis College**
Montreal, Canada *2011 - 2013*

- **Diplôme d'Études Secondaires** **College International Marie de France**
Montreal, Canada *2011*

GameJams

- **Ubisoft Game Lab 2019 - Fastened Furious** **Montreal, Canada**
2019
Unity, C#, Photon Networking
 - Project Manager and Github Manager of project.
 - Built a local Coop - Online multiplayer racing game utilizing both aspects.
 - I was the Network integrator on the team.
 - Created an integration with Twitch streaming services to have fan interaction.
 - Networked the player interactions such as physics movements.

- **MTL GameJam - Hopping to Return** **Montreal, Canada**
2019
Unity, C#
 - Project Manager of a team that created an Art based Point-and-Click game.
 - Created a 3D image of a 2D game to apply specific path finding.
 - Created a point and click mechanics using generic interfaces.

- **13e Creative Jam - Operation Double** **Montreal, Canada**
2019
Unity, C#
 - Developed a 3D Museum Robbery game that implemented enemy AI.
 - AI developed using behaviour trees and decision making algorithms.
 - Implements a difficulty increases with player skill rating.

- **McGame Jam 2018 - Battle Bard** **Montreal, Canada**
2018
JavaScript, PixiJS, Docker
 - Rhythm web game, developed using PixiJS in 48 hours.
 - Created a custom songs with notes to be played - Guitar Hero style.
 - Created a RPG style mini-game for menu system.
 - Procedurally generated world gives players a different challenge every game
 - Team lead of seven members, with all music and graphics created in-house

- **Concordia Makes Games - Llama Trauma** **Montreal, Canada**
2018
Unity, C#
 - Prototyped a working platformer level with multiple challenges for players.
 - Created controls that work for single player and multiplayer CO-OP.
 - Co-team lead of 3 members, with all music and animations created in-house.

Personal Projects

- **Virtual Emblem** **Montreal, Canada**
2019
C#, Unity, SteamVR
 - Tactical RPG with VR integration and turn based strategy.
 - Game features enemy AI using Hinted Behaviour Trees.
 - Players and AI utilize path finding systems.
 - AI is plotted to make strategic pushes onto the player.

- **Dungeon Multiplayer Game** **Montreal, Canada**
2019
C#, Unity, UNet
 - Four-player Online Multiplayer arena combat game.
 - Game features procedurally generated dungeons and an economy system.
 - Implemented all Network Code and created a 4 player experience.

- **Ultimate Car Game** **Montreal, Canada**
2017
C++, OpenGL
 - Interactive car game created using C++ and OpenGL engine.
 - Gameplay features interactive play, dynamic lighting including shadows, music, and highscores.