

# Luis Enrique Plata Osorio

## Software Engineer

### Technology Stack

Unity3D  
C# for Unity  
JavaScript  
SQL

### Studies

Course in Design Patterns  
for videogames:  
May 2020 – Actuality

Course in SOLID  
and Clean Code:  
August 2020

Diploma in videogames  
development:  
February – May 2020

System Engineer:  
January 2011 - December 2018

### Presentation

I'm System Engineer, graduated in 2018 from the Universidad del Sinú in the city of Cartagena.

Software development is my passion, game development is my new love. My especially is programming, student to Clean Code, SOLID and Design Patterns.

### Experience

*January 2018 – actually*

Software Engineer • Technical Leader • Banco de Bogota

**Activities:** Plan the sprint with the technical team, document the implementation of the solutions, Design the User Stories solution, talk to other teams for integration solutions, Create code for the application.

**Technologies:** Java, JPS, microservices, JavaScript, SQL Oracle, Scrum, Weblogic.

*May 2021 – Actuality*

Videogames Developer Freelancer • ToroLabs

**Activities:** Create code for interactivities simulations for students, talk with Product Owner for details the implementations.

**Technologies:** C#, Unity3D.

*January 2019 – Actuality*

Videogames Developer • Indie

**Activities:** Create code for the gameplay of the game, develop UI for the game, implement assets in the game, write TDD code, implement sounds in the game with code, Implementing Github Action for Continuous Delivery.

**Technologies:** C#, Unity3D, SQL MySQL, microservice, PHP, Laravel.

### Resources for more information

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

Itchio: <https://perylth.itch.io>

Twitter: <https://twitter.com/PeryLoth/>

Personal Website: <https://perylth.com>

Linkedin: <https://www.linkedin.com/in/luisenriqueplataosorio/>

YouTube: <https://www.youtube.com/channel/UCIApRZQ7zK2gHTuGRBDF2bA>