



Juan Camilo Charria Caicedo

Software Engineer | Game Developer

37 years old

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BIOGRAPHY

I'm an entrepreneur and professional software developer with more than 14 years of experience in web development and video games development with a wide set of knowledge in Unity3D, Unreal Engine 4, PHP and Object-Oriented programming in C++, C#, Javascript and more.

I've graduated as a System Technologist although I taught myself to code video games to specialize in gameplay programming. I distinguish for being an entrepreneur, a project leader, fast learner and quick prototyping.

EXPERIENCE

• LEAD SOFTWARE ENGINEER

Pathful Inc | Remote | Full-Time | March 2020 - September 2026

- » Promoted to Senior Software Engineer in 2021 and Lead Software Engineer in 2022.
- » Led the first redesign of the Nepris application into React in 2020.
- » Introduced a microfrontend architecture to support the growing product ecosystem, improving the delivery, scalability, and maintainability of individual product domains.
- » Played a key role in the transition toward a microservices architecture for the backend, helping establish domain-focused services and improve system scalability.
- » Completely rewrote an entire product domain across both frontend and backend, transitioning it to microfrontend and microservice architectures while migrating the infrastructure from Azure to AWS.
- » Collaborated with Product and Engineering leadership to align technical solutions with product goals, plan Sprints, and define the evolution of the software architecture.
- » Led and mentored the engineering team, promoting frontend best practices and scalable development patterns.
- » Played a key role in merging two company products into a new unified platform.
- » Integrated AI-assisted development tools, including Claude, into daily engineering workflows to accelerate development, explore technical solutions, refactor code, and improve testing and documentation.

• UI ENGINEER & FRONT-END DEVELOPER

File & ServeXpress | Irving, Texas | Full-Time | Jul 2017 - March 2020

- » Defined UI guidelines to use across all the company's applications.
- » Leading the migration of the main product's old UI from a decade ago to newer technologies involving React + Redux.
- » Created an in-house React library to dynamically generate a UI.
- » Involved as the lead front-end developer in every UI decision.
- » Updated the company's branding and added consistency to all applications.
- » Supported the back-end of the company's main application, primarily working on new APIs to use on the UI.
- » Introduced UI automation using the ATATA framework.
- » Supported other developers debugging any issues that could potentially be UI bugs.

• CO-FOUNDER & CTO | GAME PROGRAMMER

Level Plus Game Studio SAS | Cali, Colombia | Full-Time | Jan 2012 - 2017

- » Involved in every technical aspect of the games created by the company.
- » Brainstorming new game ideas for the company with the executives.
- » Help the team focus on the studio strategies and objectives.
- » Train any hired employee with the tools used by our company.
- » Game programming using Unity3D / C#, Unreal Engine 4 / C++.
- » Projects:
 - Plushy Warfare - 2012: iPhone/iPad
 - Nova Havock - 2012: iPad only
 - Blast Or Die (B.O.D) - 2013: PC/Browser
 - 7DFPS jam
 - Kitten Fall - 2014: Android

EXPERIENCE

STARTUP CO-FOUNDER | FULL-STACK DEVELOPER

Rockin'Hub | Cali, Colombia | May 2016 - Jul 2017

- » Involved in every technical aspect of application & corporate operations.
- » Full web & mobile app development with AngularJS.
- » Back-end API Development with the Symfony framework (PHP).

WEB DEVELOPER

Mozato | Irving (Texas) | Freelance | Dec 2015 - Jan 2016

- » Front-end development for CaseEdge Knowledge Base.
- » Front-end development for FSX DC - Microsite.
- » Front-end development for FSX DE - Microsite.
- » Front-end development for FSX IL - Microsite.
- » Front-end development for FSX SF - Microsite.
- » Front-end development for CaseFileTexas - Microsite.

GAME DEVELOPER

Universidad San Buenaventura | Cali (Colombia) Freelance | Aug 2015 - Nov 2015

- » Develop the game "Visor", a game to study deaf children's motor skills. Developed using Unity3D creating an expandable framework for the university to easily create other game modes in the future that allows keep collecting data.
- » System for collecting data in game and send it to a main server for further studies.

WEBSITES TECHNICAL SUPPORT

Ilustrato LTDA | Cali, Colombia | Freelance | Sep 2014 - Feb 2015

- » Provide technical support for bug fixes and maintenance to the "Gases de Occidente"'s websites.

WORDPRESS DEVELOPMENT TRAINER

CIAT | Cali, Colombia | Freelance | Jun 2014 - Jul 2014

- » 13 hours of lecture about WordPress development, training the employees in order to improve their corporate websites.

WEB DEVELOPER

Ilustrato LTDA | Cali, Colombia | Freelance | Sep 2013 - Feb 2014

- » Backend development for the website, content manager and mobile web services for the food delivery service, orders management and whole website tuordenexpress.com using WordPress.

WEB DEVELOPER

AKL International S.A.S | Cali, Colombia | Freelance | May 2013 - June 2013

- » Full website development for aklint.com using WordPress as the content management system.

MOBILE APP DEVELOPER

Ilustrato LTDA | Cali, Colombia | Freelance | Oct 2012 - Nov 2012

- » Develop a mobile app for the company PROING S.A which allows the employees to manage all the technical transactions when visiting clients and synchronizing all the data with the main server.

CO-FUNDER, CIO, BACKEND DEVELOPER

Complexity Group S.A.S | Cali, Colombia) Full-time | Jan 2011 - Dec 2011

- » Backend developer for the multiple websites and applications of the company's clients.

UNREALSCRIPT (UDK) LECTURER

University ICESI | Cali, Colombia | Freelance | Jan 2011 - Feb 2011

- » 4 weeks lecture about game development in UDK and UnrealScript programming for the Computers Engineer and Interactive Media.

LANGUAGE SKILLS

Born in South America. Learned english in college and travelling.



EDUCATION

SYSTEM TECHNOLOGIST ASSOCIATES

FCECEP | Nov 2007 - Nov 2010

2nd year project (Realtime light switch manager for a scaled house model): Project leader and programmer for the software that communicates with the lights circuit.

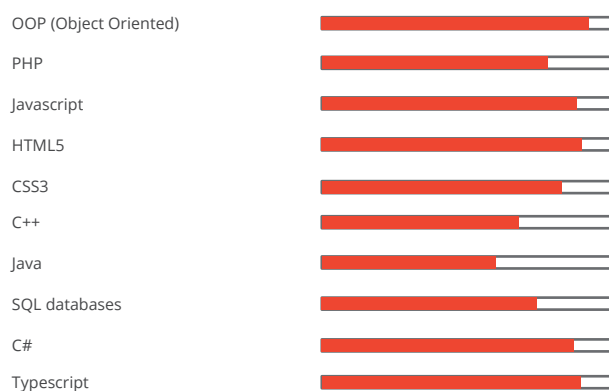
Last year project: "Development and implementation of a medieval combat online video game demo". Implementation of PHP as a server for communication between UDK (Unreal Engine 3) and the database. Graduation honor mention to Last year's project.

SOFTWARE ANALYST AND PROGRAMMING TECHNICIAN DEGREE

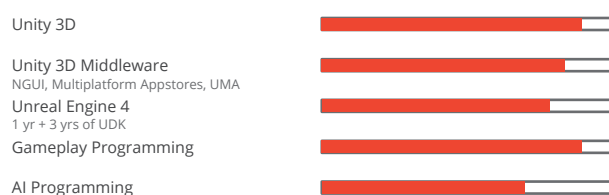
Alexander Von Humboldt Institute - 2005 to November 2007

SKILLS

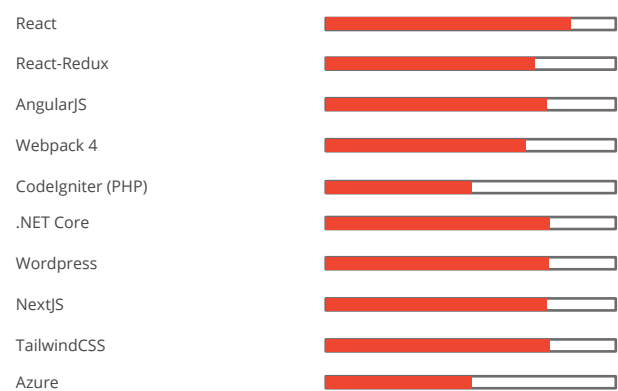
PROGRAMMING



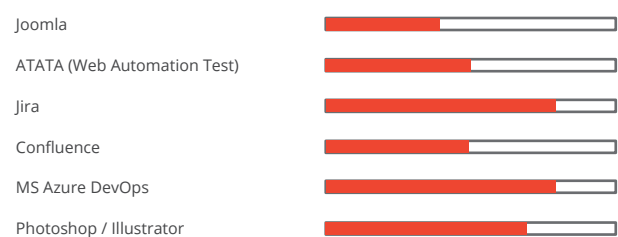
VIDEO GAME DEVELOPMENT



WEB DEVELOPMENT



OTHERS



REFERENCES

Upon request