

Montalvo Cristian

Tech Lead | Senior Software Engineer | Certified Scrum Master

+59897603814

Montevideo, Uruguay

cristian.jonathan.montalvo@gmail.com Portfolio: <https://dismalito.github.io/>

Experience

Etermax, Senior Software Engineer

09/2022 - 02/2024

As a Senior Software Engineer at Trivia Crack VR, I specialize in virtual reality (VR) development using Unity XR technology and the implementation of multiplayer features with Photon Fusion.

Frameworks & SDKs: Unity3D, C#, Photon Fusion, Unity XR, Oculus OVR, Meta Quest VR, Android Studio, Firebase, Amplitude

Jam City, Tech Lead

10/2021 - 09/2022

As the Tech Lead for Disney's Frozen Adventures game, my responsibilities include planning and estimating roadmaps and sprints, tech roadmap planning (covering tech features, SDK updates, and tech debt), providing team support to address features or overcome blocks, monitoring game health (using Firebase, Google Play Console, App Store Connect, and Customer Service), planning and monitoring OKRs, and ensuring code and product quality. Additionally, I collaborate on strategic decisions with other teams (Art, Design, Product, and QA).

Frameworks & SDKs utilized include Unity3D, C#, Jira, Android Studio, Databricks, Iron Source, Helpshift, Firebase, Crashlytics, Kibana, Playfab, Jenkins, Facebook SDK, and Xcode.

Jam City, Unity Ssr Developer

12/2017 - 09/2021

Unity Game developer.

Snoopy Pop (2017/2018), Panda Pop (2018/2021), Disney Frozen Adventures (2021).
Responsibilities: New features implementation / Bug Fixing / Planning & Estimating

SYE SRL, Ssr .Net Developer

09/2017 - 12/2017

.Net Developer: migration from winform modules to Web platform.

UNLaM, Research Professor in Applied Augmented Reality and Artificial Intelligence

03/2015 - 02/2018

Writer and publisher of Papers, speaker at national and international conferences, participation in events related to the computer graphics area, survey of requirements through meetings or interviews, developer of web applications and mobile applications (Android/Unity3D/AR-Vuforia), development with C# using APIs and Web services.

Education

2022 - Scrum Alliance - Certified Scrum Master

2017 - UNLaM, Computer Engineer (completed)

2016 - UNLP, Software engineering for the development of mobile applications - Mobile & Augmented Reality

Language

Spanish (Native) - English (B2)