Contact

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Top Skills

Video Games
C#
Python

Martín Sebastián Wain

Software Engineer at MURAL
Argentina

Summary

Constantly building and learning. Programming, electronics, music and science in general.
I make video games since 2008 and encourage local developer community by teaching, giving courses and talks.

Experience

MURAL
Software Engineer
January 2021 - Present (1 month)
WFH

Work with TypeScript on Canvas rendering.

MURAL is a digital workspace for visual collaboration.

Tlön Industries
Lead Programmer & Architect
January 2019 - August 2020 (1 year 8 months)
City of Buenos Aires, Argentina

Worked on Per Aspera, a real-time simulation and narrative video game, as gameplay and simulation programmer. Did core structural refactoring from object oriented to data oriented design for performance and other algorithmic optimizations.
Shader automata simulation with DOTS jobs integration. Scalable serialization.
Tech: Unity, Unity DOTS, FMOD, Yarn Spinner, Yaml, ProtoBuf.

Self-Employed
Freelance programmer
2013 - December 2018 (5 years)
City of Buenos Aires, Argentina

Problem solver.

Mainly Unity/Python/Flash/Windows native.

* Web 3D racing videogame.
* Multiplatform MIDI-over-USB hardware configuration.

* Videogame selector/launcher front end.
* Arduino based alternative video game controller.
* Several published videogame prototypes.
* Multiplatform 2D map editor.
* Native joystick extension for Adobe AIR.
* Node/Express/PostgreSQL backend.
* PHP/MySQL backend.

Escuela Da Vinci
Professor
2016 - 2018 (2 years)
Buenos Aires, Argentina

Videogame oriented programming professor on tertiary education 3-year career.

Algorithms and data structures (ADTs, recursion, searching, sorting, backtracking, etc.)
Design patterns applied to videogames, dependency injection.
Artificial intelligence (path finding, finite state machines, steering behaviors, line of sight)
Procedural generation.
Functional programming w/LINQ, laziness, generators.
Unity/C# specifics.

PixelJam
Lead Programmer
2010 - 2012 (2 years)
Remotely (Argentina/USA)

Lead programmer on several Flash videogames.

QKSS
IT Programmer
2007 - 2009 (2 years)
Buenos Aires, Argentina

Maintenance of management/administrative software for gas pipeline transport.

Novamens
IT Programmer
2004 - 2006 (2 years)
Buenos Aires, Argentina

Verifone Point-of-sale hardware programming (C toolchain/Motorola 68000).
Windows GUI.