KEVIN PARRA



Software Developer | C# | TypeScript | Swift

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SUMMARY

Software developer trained in Systems and Computer Engineering at Universidad Nacional de Colombia, with 2 years of professional experience building and shipping C# products for PC and mobile (Steam, Google Play). I focus on maintainable code: MVC and event-driven architecture, dependency injection, state machines and SOLID principles. Beyond the main product, I designed internal tools that automate building, deployment and asset processing (Swift/SwiftUI), and I have built web and mobile apps with React, Next.js, TypeScript, React Native and Node.js. I use AI-assisted development (Claude Code) to deliver faster without lowering quality. I'm looking to bring that experience to web, mobile or backend development projects.

EXPERIENCE

Gameplay Developer · Indie Level Studio SAS — 08/2025 – 12/2026

- Lead developer of **Farmageddon** (co-op roguelike for PC, demo live on Steam: store.steampowered.com/app/3922300) in a 7-person multidisciplinary team using a Git workflow. The project won funding in Crea Digital 2025.
- Designed the project architecture: MVC, decoupled event-based communication, data-driven configuration (ScriptableObjects) and dependency injection, so new content is added as data instead of code.
- Built the core systems: abilities, waves, pathfinding AI, progression, shop and inventory, saving and data persistence, and local multiplayer for up to 4 players with full gamepad support (Unity Input System).
- Modeled player and enemy behavior with state machines; implemented localization (i18n) and art and UI integration.
- On **Logicubes** (puzzle adventure released in 2023: store.steampowered.com/app/1856120): ported achievements and cloud saves to Steam, Google Play and the App Store by integrating each platform's SDK, plus bug fixing and polish.
- Built internal tools to automate multi-platform builds, publishing and asset handling (see *Despegue* and *SheetForge*).

Game Developer (Intern) · Indie Level Studio SAS — 02/2025 – 08/2025

- Developed Farmageddon's core mechanics and systems and took part in the technical design and project structure.
- Supported art integration and functional testing.

Teaching Assistant · Universidad Nacional de Colombia — 01/2024 – 03/2025

- Introduction to Game Creation and Multimedia Creation: technical support for students in Unity, Unreal Engine 5 and Blender, and guidance on their projects.

SOFTWARE PROJECTS

Despegue · Build and deployment automation · github.com/KevinParraDev/Despegue — 2026

Swift · SwiftUI · Bash · Git · CLI

- macOS app (~8,000 lines) that takes a Unity project from code to store: builds in batch mode for Windows, macOS, Linux, Android and iOS, uploads releases to Steam with steamcmd, and installs and launches the app on the connected device. Cuts the time to ship a release from 1–1.5 hours to about 3 minutes.
- Orchestrates external processes (steamcmd on a pseudo-terminal, adb, xcodebuild, devicectl), parses their output in real time, handles Steam Guard authentication from the UI and stores credentials in the macOS Keychain.
- Generates release notes from Git commits and a Markdown changelog, and posts them to Discord via webhook.
- UI-free core shared by the app and by a verification CLI with test doubles (fake steamcmd and Unity) to validate the flows without depending on real services.

SheetForge · Automatic asset processing for Unity · github.com/KevinParraDev/SheetForge — 2026

Swift · SwiftUI · C# · CLI

- macOS app and CLI that turns animation frames into spritesheets: MaxRects packing, transparency trimming, pivot calculation and animated preview.

- Embeds the metadata as JSON in a custom PNG chunk (with its CRC32); a C# Unity importer reads it and configures the slicing automatically, keeping sprite IDs so re-exporting doesn't break references.

Bazar N Sanity · Full-stack web app (team of 4) 2025

React · TypeScript · Vite · Tailwind CSS · Node.js · Express

- Worked on frontend and backend: React interface with routing, context and hooks; Node/Express API with sign-up and login; web mini-games and a rewards and customization system.

Hablemos · Colombian Sign Language translation mobile app 2025

React Native · Expo · Firebase · REST API

- Built the mobile app: real-time camera with hand tracking (MediaPipe) connected to a REST API that classifies the signs, speech-to-text, text-to-speech, a sign dictionary and sharing.

Also: 11 games released or in development (Steam, Google Play, itch.io), detailed at www.kevinparra.dev.

TECHNICAL SKILLS

Languages:	C#, Java, TypeScript, JavaScript, Swift, HTML, CSS
Frontend & mobile:	React, Next.js, React Native (Expo), Tailwind CSS, SwiftUI
Backend & services:	Node.js, Express, REST APIs, MySQL, Firebase, webhooks
Architecture:	OOP, SOLID, MVC, event-driven architecture, dependency injection, state machines
Tools:	Git, GitHub, Vercel, Unity, Xcode, CLI / Bash, Claude Code (AI-assisted development)
Additional:	2D art, animation and UI design (helpful for working closely with design teams)

EDUCATION

Systems and Computer Engineering 2020 – 2025

Universidad Nacional de Colombia, Medellín

Built applications in Java with MySQL databases.

LANGUAGES

Spanish — native

English — B1 (intermediate)