

# Fernando Chavez

## Senior Game Developer & AI Systems Engineer

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### PROFESSIONAL SUMMARY

Senior Game Developer with 6+ years of production experience across Unity and Unreal Engine 5, specializing in AI-driven gameplay systems, multiplayer architecture, and real-time interactive experiences. Proven track record shipping across mobile, PC, WebGL, and UEFN platforms — from crypto-powered games to AI-powered metaverse projects. Currently completing a Machine Learning Engineering program (AnyoneAI), with hands-on production experience integrating LLMs, behavior trees, and conversational AI into live game environments. Rare combination of deep technical ownership, cross-discipline team leadership, and QA rigor. Seeking roles at the intersection of advanced gameplay mechanics and AI-enhanced systems.

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### WORK EXPERIENCE

#### Senior Game Developer · [WidowGames](#)07/2023 – Present

- Engineered gameplay features and legacy system refactors for Geopoly (mobile geolocation game), measurably reducing execution time and memory footprint while integrating 50+ art assets (3D models, VFX, UI) — including a seamless Unity 2019→2022 migration with zero production downtime.
- Led end-to-end development of Life's Meta (Unreal Engine 5), integrating Convai API with MetaHuman characters and authoring 20+ fine-tuned conversational AI prompts to produce coherent, context-aware NPC behavior.
- Architected advanced UEFN/Fortnite systems in Verse — NPC AI, in-game economic logic, dynamic UI generation, and stat tracking — deployed across multiple live creative islands with measurable improvements in player retention.
- Coordinated multidisciplinary teams across concurrent UEFN island projects, owning technical direction and production workflows to ensure consistent milestone delivery.

**Stack:** *Unity (2019–6000.x), C#, Unreal Engine 5, Blueprints, Verse, UEFN, Convai API, 3D Asset Integration, Git, Jira*

#### Senior Game Developer · [Bitionz](#)06/2022 – 07/2023

- Architected and shipped Ekuus, a web-based crypto-powered Unity game: designed the full system architecture with the client's backend team, built a deterministic event system and an advanced replay pipeline that significantly improved debugging, QA velocity, and analytics capabilities.
- Directed early development of a large-scale Unreal Engine 5 metaverse, managing a cross-functional team of 7 (3 devs + 4 artists), identifying critical design flaws proactively, and restructuring the asset build-integration pipeline to eliminate production bottlenecks.
- Refactored legacy systems and implemented authoritative multiplayer architecture for Full Kombat (Unity) via Azure PlayFab, substantially improving match stability and competitive fairness.
- Delivered on-site technical training in game development and 3D modeling, establishing team-wide best practices that elevated cross-discipline coordination and delivery standards.

**Stack:** *Unity (2019–2022.x), C#, Unreal Engine 5, Blueprints, Azure PlayFab, Convai API, WebGL, 3D Asset Integration, Git, Jira*

#### QA Analyst · [Intelifaz](#)08/2018 – 02/2022

- Developed automated testing scripts in C# and JavaScript using Selenium, substantially increasing test coverage and accelerating regression cycles across multiple concurrent projects.
- Led QA team coordination during a major release cycle, owning test planning and task assignment to maintain delivery velocity and product quality.
- Applied Agile/Scrum methodology to testing workflows, improving release predictability and reducing bug turnaround time in close collaboration with development teams.

**Stack:** *Selenium, C#, JavaScript, Manual & Automated Testing, TestRail, Jira, Agile/Scrum*

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## SKILLS

**Game Dev:** Unity (2019–6000.x, URP, Mobile, WebGL), Unreal Engine 5, Blueprints, Verse/UEFN, C#

**AI & ML:** LLM Integration (API-based, RAG, embeddings), Convai (AI NPCs), Behavior Trees, State Machines, Scikit-Learn, Pandas, NumPy, Classification Models

**Backend & Data:** Python, JavaScript/TypeScript, SQL, PostgreSQL, MySQL, Firebase (Auth, Firestore, Remote Config), SQLite, .NET/.NET Core

**Multiplayer & Arch:** Azure PlayFab, Authoritative Server Design, Deterministic Event Systems, Replay Pipelines, Event-Driven Architecture

**Tools & DevOps:** Git (GitHub/GitLab), Docker (basic), Jira, Trello, Unity Addressables, Unity IAP, CI/CD basics, Postman, Figma

**Methods:** Scrum, Kanban, Agile ceremonies, Cross-discipline Team Leadership

**Languages:** Spanish (Native) · English (Upper-Intermediate)

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## EDUCATION

**AnyoneAI** 2025

*Cohort-based ML Engineering program — neural networks, ML pipelines, RAG, LLM integration, production deployment*

**Universidad Tecnológica Nacional** 2017

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## COMPLEMENTARY TRAINING

**Image Campus** 2024 - Environments for Videogames with Unreal Engine

**Universidad Provincial de Córdoba** 2021 - Diploma in Design, Programming, and Art in Video Games

**Universidad Tecnológica Nacional** 2021 - Video Games: Technical Artist, Game Development

**Universidad Tecnológica Nacional** 2021 - Game Developer, Video Games, and Programming