

Erick Guillén Torelli

Indie Game Developer

I craft games that respect players' time and agency, using modern engineering to eliminate toil and stay focused on creative craft.



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EXPERIENCE

■ Indie Game Developer Bit Garden Studio

Aug 2026 – Present

- Designing and building indie games in **Godot 4** with deliberate mechanics, honest aesthetics, and a distinct human point of view, treating each game as a receipt of artistic growth.
- Prioritizing craft and growth, creating experiences through games that respect player agency and earn their audience through thoughtful design.
- Applying modern systems automation and CI/CD pipelines to eliminate development toil, keeping my energy focused on game design, art, and player experience.

PRIOR EXPERIENCE

■ Senior Software Engineer Xbox GDX Toolbox Team, Microsoft

Mar 2025 – Jul 2026

- Shipped the **Xbox PC Toolbox App to Public Preview for 10,618 external developers**, establishing a predictable rhythm of **5 releases in 5 months** and demoing at **GDC 2026**.
- Pioneered **AI-native agentic development** with GitHub Copilot CLI and a validation framework, helping the team resolve issues **3–5× faster**.
- Served as technical authority for **AAA studio escalations**, partnering directly with Kojima Productions, Activision, Turn 10, Rare, and Playground Games.

■ Software Engineer II Xbox GDX Toolbox Team, Microsoft

Jun 2022 – Feb 2025

- Designed and led the **Xbox PC Device Manager PowerShell module** with secure SSH pairing, collaborating with the PowerShell team to influence **DSCv3**.
- Owned product accessibility to achieve Grade C, creating high-contrast WPF components and custom key bindings for limited-dexterity players.
- Rebuilt automated testing to reach **100% unit coverage and 2.5× faster builds**, while leading a quality rotation that resolved 46 backlog issues.

■ Senior Information Technology Manager Procter & Gamble

Jan 2020 – Jun 2022

- Pitched, designed, and deployed a global **EDI microservices platform**, and managed the regional SAP migration across the Americas.
- Mentored teams globally as an Agile and DevOps coach, founding the internal community of practice across 10+ initiatives.

■ Information Technology Manager Procter & Gamble

Jun 2017 – Dec 2019

- Led Latin America's DevOps transformation across CI/CD and container workflows, turning Costa Rica into P&G's lead region worldwide.
- Built a PowerShell automation module that cut operations lead time by **80%**, and founded **DevOps Camp** to train 15+ engineers globally.

■ IT Internship Procter & Gamble

Dec 2015 – Jun 2017

EDUCATION

■ B.Sc. in Engineering, Computer Science Universidad de Costa Rica

2013 – 2017

STRENGTHS

- Self-Learning
- Game Design & Craft
- Problem-Solving
- Teaching & Enablement
- Communication & Storytelling

TECHNICAL SKILLS

Game Development

Godot 4, GDScript, game design, player UX, accessibility

AI & Modern Tooling

Agentic development, AI workflow automation, context engineering, LLM tooling

Programming

C#, PowerShell, .NET, WPF/MVVM, JavaScript / TypeScript, React, Python

DevOps & Platform

CI/CD, GitHub Actions, Azure DevOps, GitLab CI, Docker, DSC, SSH

Leadership

Founder, team lead, community building

LANGUAGES

Spanish
English

Native
C2