

ANGEL FORTINO CRUZ BENITEZ

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PERSONAL PRORILE

I am a video game programmer and digital artist experienced in 2D and 3D animation as well as videogame development in which I had the experience of working in teams leading the role of programmer in Unity. I am fully interested in applying for the job, it would be my pleasure to take part of the team.

EXPERIENCE

VIDEOGAME PROGRAMMING

UTVAM | SEPTEMBER 2020

During my time as an intern I had the opportunity to develop a project whose scope was directly focused on the incubation of videogames within the university increasing school's attention on videogames by 50%, I took care of the programming area as well as applying my knowledge on concept art to design some of the assets presented in the game, achieving the launching of the demo version which included movement mechanics as well as an interactive user interface.

"TRANSPARENCIA EN CORTO"

UTVAM | MAY 2020

I was contacted by my school to participate in the contest addressed above, this said contest was focused on creating a short film that showed a specific value, I took part on the video editing area and worked alongside my teammates to finish our entry in the contest.

STUDENT'S CONTROL SYSTEM

UTVAM | JUNE 2019

I had the chance to consult with the English department in order to develop a project to build an interface in which students would have to interact in order for them to make appointments for the language laboratory allowing for a growth on overall school's English department's organization by 70%. It was part of my responsibility to create, edit and manage both the webpage in which this system would be hosted as well as its database.

EDUCATION

AUGUST 2018

PROGRAMMING TECHNICIAN, CECYTEH

I was fortunate enough to develop a numerous amount of websites, some of them directed to e-commerce, as well as mobile applications and other many projects; final score 9.4.

DECEMBER 2020

HIGHER ITE TECHNICIAN, UTVAM

While being part of this prestigious college I was capable of creating plenty of projects that fall under the category of multimedia, animation, video and audio editing as well as digital design, as well as manipulating various types of programming software; final score 9.85.

APTITUDES

- 3+ years of experience in various modeling tools
- Experience with Unity
- Skilled artist in both 2D and 3D
- Character design abilities, drawing skills both traditional and digital.
- Knowledge of rigging, and animating different types of characters.
- Efficient time-management and self-initiative
- Work well with both a small and large team
- Past experience with video editing
- Strong at of Java, C#, CSS, JavaScript and some knowledge of Python
- Both adobe and office package management.

ACTIVITIES

Learning constantly is one of my passions, no matter what the IT area is, curiosity always takes a toll on me; I have taken courses regarding cloud computing, I control practically to perfection the English language and some French as well