


# Carlos Manuel Galindo Celis

Cancún, Quintana Roo, México  
[www.cgalindocelis.com](http://www.cgalindocelis.com)  
[cgalindocelis@gmail.com](mailto:cgalindocelis@gmail.com)  


I'm a developer with algorithmic and problem solving skills as well as knowledge of Game and Web Development, Virtual and Augmented reality and 3d Modeling. I'm accustomed to working in collaborative as well as competitive environments. I'm eager to learn new technologies that will help me develop better solutions.

## Experience

### Arckram Kreator Studios, Developer, 3D Artist.

JANUARY 2019-PRESENT, CANCÚN  
Video Game Developer and 3D artist. Using Unreal Engine to create stories and worlds through video games.

### ImaginArq, Developer, 3D Artist.

JANUARY 2020-DECEMBER 2023, CANCÚN  
Virtual and Augmented Reality Developer and 3D artist. Develop a Pipeline using Unreal Engine and Ruby to connect SketchUp and a VR app

### Mirai Innovation ,Research And Development Intern.

DECEMBER 2018-JULY 2019, CANCÚN  
Virtual and Augmented Reality Developer.

### Mexican Computer Olympiad (OMI), Teacher

JULY 2018-2022, CANCÚN  
Teached competitive programming to high school students aspiring to the Mexican Computer Science Olympiad (OMI) in the state of Quintana Roo.

### "Mexican Caribbean fishbowl", Developer

OCTOBER 2018-2020, CANCÚN  
Virtual reality project that seeks to recreate an area of the Mexican Caribbean through the Unity game engine and Google AR. Directed by Dr. David Israel Flores Granados at the University of the Caribbean.

### Course: Problem-based learning as a teaching resource in programming classes, Instructor

14 - 18 SEPTEMBER 2020, CANCÚN  
Facilitator in the training course: "Problem-based learning as a teaching resource in programming classes" for teachers of the Industrial Technology and Services Higher Secondary Education Unit (UEMSTIS). Organized by omegaUp.

### Workshop: Principles of 3D Animation with Human Models, Instructor

NOVEMBER 2018, CANCÚN  
Presented an introduction to 3D modeling in the workshop led by Dr. David Israel Flores Granados during the 12th Engineering Congress of the Universidad del Caribe.

## Technology



## Achievements

- Bronze Medal in the Mexican Computer Olympiad (OMI) No. 21. Competitor  
2016, VERACRUZ
- "Grand Prix of México and Central America 2017" Coordinated by ITESO. Competitor  
2017, CANCÚN
- "México Grand Prix 2018" Coordinated by ITESO. Competitor  
2017, CANCÚN
- "México Grand Prix 2019" Coordinated by ITESO. Competitor  
2017, CANCÚN
- "International Competitive programming contest" ACM - ICPC. Competitor  
2017 - 2018, CANCÚN

## Studies

- Universidad del Caribe, Data Engineering and Organizational Intelligence  
JULY 2017-2021, CANCÚN  
Activities:
  - Teacher in the algorithmic club of the university
  - Participant of the International Competitive Programming Contest (ICPC) organized by the Association for Computing Machinery (ACM)
- Universidad Virtual del Estado de Guanajuato, Computer Engineering  
JULY 2021-PRESENT, CANCÚN

## Languages

- Spanish - Native
- English