

JOSÉ ANTONIO ROMO TERÁN

VIDEOGAME PROGRAMMING ENGINEER



ABOUT ME

Video Game programming engineer student looking to join a company where I can apply my skills in programming to create innovative solutions that make an impact in the industry.

LEARNING

2021 - 2025

- Support teaching Unity classes as an advisor to students.
- Active participation in Jams such as GameJam Plus and LittleJS Jam.

EDUCATION

2017 - 2020 (Incomplete)

Intelligent Systems Engineering
Universidad Autónoma de San Luis Potosí

2021- 2025

Videogame Programming Engineering
University of Advanced Technologies

TECHNICAL SKILLS

- Data Structures and Algorithms
- Object-Oriented Programming
- Unix/Linux Systems
- Memory Management & Optimization
- Version Control (Git/GitHub)

SOFT SKILLS

- Leadership
- Responsibility
- Problem-solving
- Teamwork

PROGRAMMING LANGUAGES

C/C++	<div><div></div></div>	75 %
Java.....	<div><div></div></div>	75 %
JavaScript.....	<div><div></div></div>	75 %
C#.....	<div><div></div></div>	75 %
Python.....	<div><div></div></div>	75 %

TOOLS

Unreal Engine 5	Advanced
Unity	Advanced
Godot	Intermediate

LANGUAGES

- Spanish (Native)
- English 75 %

CONTACT INFORMATION

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