DEMIAN GONZALEZ

COMPUTER SCIENCE ENGINEERING - STUDENT

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Software and game development project manager focused on delivering impactful results, eager to face dynamic challenges and apply technical knowledge to lead successful projects. I have demonstrated proficiency in agile project management, problem solving in development processes and seamless collaboration between small cross-functional teams. I am passionate about optimizing workflows, ensuring on-time delivery and driving innovation in software and game development.

AREA OF EXPERTISE

- Game Engines
- Codebase Management(Git)
- Object-oriented programming
- Databases
- Agile Methodologies and Project Management
- Basic UX/UI
- Technical Leadership

KEY ACHIEVEMENTS

- **LATAM finalist in GameJamPlus 2024-2025**. I was in charge of leading a development team that managed to complete a game to reach the continental final of the GameJamPlus where I was able to go to Brazil to showcase the game and make various connections in the field.
- **Emotion Recognition focused on video games (IA).** I am in charge of a research project with a professor of the faculty of engineering (UASLP), exploring the idea of emotion recognition for different user experiences.

PROFESSIONAL EXPERIENCE

Project Leader, Gamespiration   **Oct 2024 - Present**

- I led a studio in the development of a game for Game Jam Plus.
- I am currently leading the studio in search of new projects and development of some others.
- I used several agile methodologies for the development of the project and i used Hack n plan for the cronogram.

Project Manager, UASLP   **Jan 2025 - Present**

- I am in charge of a development team for the realization of a mobile application.
- I am also making use of agile methodologies such as SCRUM for the realization of the project and JIRA for the follow-up of the project and the creation of work plans as well as the cornogram.
- I have to be the connection between the client and the team so that the application is the best possible for the client and development times are not lengthened by misunderstandings or unnecessary changes.

EDUCATION

Computer Science Engineering   **Aug 2021 - May 2026**

Universidad autónoma de San Luis Potosí

- Emphasis in Videogames. (Games design, Concept art, Game engines, Computer graphics)
- Emphasis in IA. (Artificial intelligence fundamentals, Machine Learning)
- Emphasis in web. (Fundamentals of web development, Fundamentals of mobile development)
- Emphasis in Cybersecurity. (Cryptography)

Research work

Universidad autónoma de San Luis Potosí

- Research related to chatbots and computational vision

ADDITIONAL INFORMATION

- **Languages:** English, German.
- **Certifications:** Especialización en C++ en Unreal Engine, Certified SOLIDWORKS Associate (CSWA) UX y accesibilidad en videojuegos esencial
- **Awards/Activities:** GameJamPlus 2025 Latin American Finalist, Third place nationally in the TMR 2018., Third place at the national level in the WRO 2019.