



## Edmundo Márquez

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### Previous Project Experience

#### ***Unknown Trench - 2020.***

Role: Gameplay Programmer

Languages: C++/Blueprint

Misc: First person walking simulator where you control a rescue diver. A 4 person project, including artists and programmers. I implemented the gameplay sequences using Sequencer and also designed the monster boss persecution.

#### ***The Hustler Program - 2021***

Roles: Physics Programmer, Gameplay Programmer

Languages: C#

Misc: 3D Infinite Flying game where you control a test bear ejection pilot. A 4 person game jam project, including artists and programmers. I implemented the character controller with rigidbodies and also ragdoll physics when the bear falls off their seat.

#### ***Letters from the Outside - 2020.***

Roles: Game design, UI Programmer

Languages: C#

Misc: Puzzle casual game where you translate letters in unknown languages. Individual submission for game jam. I implemented a drag-and-drop interface and also a timer with day/night cycle that gives a new letter every day.

### Education

Engineering in Interactive Technologies in Digital Animation, Universidad del Valle de México (2016-2020)

Special projects include:

***Vampiric (2019).*** Stealth game as submission for Engines I subject, where you control a vampire. Implemented patrol AI with Behaviour Trees for the enemy soldiers, also a hook mechanic with physics.

***That Freezing Night (2020).*** Survival horror first person game as submission for Artificial Intelligence, where you control a dead soldier. Implemented white warrior's following AI using FSM's in C# and a hint system for finding objects. The overall lighting, UI and postprocessing were set by me. Can be completed with two different endings.