

Luis Edmundo Márquez Rivera



Interactives Technologies in Digital Animation Bachelor's Degree

Videogame developer with Gameplay Programming experience. Outstanding capacity to adapt quickly and good for problem solving. When it comes to challenges, perseverant and capable of taking risks if necessary. Patience and responsibility while team-working.

EDUCATION

Universidad del Valle de México, Mexico City

2016 AUGUST - 2020 DECEMBER

EMPLOYMENT HISTORY

2019 | AMB Multimedia, Project Collaborator

- Coding of a racing multiplayer game prototype.
- During this time, I learned to implement functionality in VR.
- Technical assistance in the presentation of the projects in the T20 Automotive Industry.

PROYECTOS PERSONALES

2019 | Vampiric, Gameplay Programmer

- My first PC project in Unreal Engine.
- Implementation of AI's with State Machines.

2020 | Letters From The Outside, UI Programmer

- Submission for the GameMaker's Toolkit Game Jam 2019, made in 48 hours by me.
- Interface design with a pen-pal system which sends letters that must be translated.

2021 | The Hustler Program, Gameplay Programmer

- Submission for the Historically Accurate Jam 3, made in one week with a team of 4 people.
- Implementation of ragdolls and propulsion physics in gameplay.



CONTACT

edmundomarquez@pm.me

Mexico City,

Álvaro Obregón

23 years old

Portfolio: edmundomarquez.github.io

LinkedIn: [Edmundo Márquez](#)



SOFT SKILLS

Teamwork

Independent

Critical Thinking

Determination

Problem Solving

Adaptability



TECHNICAL SKILLS

Game Engines

Unity

UE4

Godot

Programming Languages

C++

C#

Python

Bolt

Version Control Software

Git

Source Tree

Github Desktop

Kanban Software

Trello

Millanote



HOBBIES AND INTERESTS

Gardening

Cooking

Videogames

Photography

Video Editing



LANGUAGES

English

Spanish (Native)