Edmundo Márquez

🎮 Interactives Technologies in Digital Animation Bachelor's Degree

I'm a calm and collected person that wants a place in the game development scene. I like to share my knowledge and learn from others, I'm very open in that matter. When it comes to challenges, I'm determined, resilient and willing to take risks if necessary.

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

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Mexico City,
Álvaro Obregón
23 years old

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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

Version Control Software

Git   Source Tree

Github Desktop

Kanban Software

Trello   MIlanote

❤️ HOBBIES AND INTERESTS

Gardening   Cooking   Videogames

Photography   Video Editing

🌐 LANGUAGES

English   Spanish (Native)