EDSON GUTIERREZ

ENGINEERING STUDENT IN INTERACTIVE SOFTWARE AND VIDEO GAME DEVELOPMENT

ACADEMIC TRAINING

- Instituto Universitario Amerike, City: Ciudad de México
February 2021-Currently studying in the eighth semester of Engineering in interactive software and video game development

- Colegio Galileo Galilei, City: Ciudad de México
2018-2021
High School

APTITUDES

- Team Work
- Problem resolution
- Work under pressure
- Knowledge of git and GitHub

LANGUAGES

English Intermediate

CONTACT

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ABOUT ME

I have been familiar with the Unity engine in 2D and 3D for 3 years, experience with the C# language. 1 year practicing rig and 3D animation with Blender. 1 year of experience with HTML and CSS. I am passionate about video game development and I like to investigate more about what is still unknown to me.

WORK EXPERIENCE

DeneDig S.A.S. de C.V.
I participated in the development of the video game "Línea del tiempo versión inventores mexicanos" as part of my professional internship.

PROJECTS

In this project, I participated making the code about everything that involves the player and the dice mechanic

Dice Space

In this project, i participated designign and programing 2 of the 4 levels. The memorama and the asteroids level.

10 Seconds In The Moon

In this project I'm still participating doing the rigging and animations of the enemies and props.

VRHellsing