



EDSON GUTIERREZ

ENGINEERING STUDENT IN INTERACTIVE
SOFTWARE AND VIDEO GAME DEVELOPMENT

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.

APTITUDES

- Team Work
- Trubleshoot
- Work under pressure
- Knowledge of git and GitHub

LANGUAGES

Spanish: Native

English: Intermediate

CONTACT

✉ edsongp1007@outlook.com

☎ (+52) 5547796350

📍 Ciudad de México, México

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 making de rig,animations and cinematics using timeline and cinemachine

Lección de supervivencia

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

VR Helsing