



# 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.

## 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 design and programming 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

## 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
- Troubleshoot
- Work under pressure
- Knowledge of git and GitHub

## LANGUAGES

Spanish mother tongue

English basic/Intermediate

## CONTACT

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