

Angel Gustavo Ortega Morales

SOFTWARE ENGINEER

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Portfolio

<https://f-i-x-n-i-t.github.io/portfolio/>

<https://fixnit.itch.io/aura>

<https://github.com/F-I-X-N-I-T>

Profile

I am a student of software engineering and networks at the Insurgentes University, for a year I have been studying online courses of Unreal Engine where I managed to learn about programming in C++ and Blueprints. I managed to learn the concepts of GAS, as well as the development of a video game of the same type, I have also made other personal projects such as a mini horror game, I am currently in a course on multiplayer development. As well as other software engineering projects such as web pages, databases with which I have acquired knowledge in C#, Python, Node.js, JavaScript, SQL, NoSQL.

Experience

- **AURA - 22/May/24**
 - Aura, is a project which is a game mostly in c++, the important thing to highlight is that it is type GAS (Gameplay Ability System), has mechanics to cast spells, take objects, as positions of life, mana. During the development of this project, I have had to solve problems like c++ bugs that I had to investigate to solve them.
 - I learned skills that I didn't have before how to write in c++ language, besides reinforcing the basics in unreal engine in the blueprints section.
- **MENU SYSTEM – 23/May/24**
 - This is a plugin that allows online connection to the Steam service, making it universal and easy to use in versions of Unreal Engine 5.2, 5.3. It consists of three simple buttons, which have the following functions: Host, Join, Quit. This plugin can be modified to each user's taste, since it does not depend on anything extra. Also, it is made in c++ for its easy update and use in future versions of Unreal Engine. Also being made in c++ it allows to modify it for older versions.
- **Blaster**

It is a videogame in development, which is based on multiplayer, being a Third-Person Shooter, in the development process I have found problems like “bIsFocusable” which changes for UE versions, how I solved it using “SetIsFocusable()” since this is for UE versions like 5.2 or 5.3.
- Another problem that I found was to use assets destined for old versions to which the project is being developed, this will be solved by exporting the assets from the version that is indicated can be used i.e. 4.27 is exported for 5.3 etc, the same situation for the skeletons

Education

- **UNIVERSIDAD INSURGENTES**
September 2022 - Present
- **BACHILLERATO FERNANDO MONTES DE OCA**
Agosto 2017 – Julio 2020

Courses

- **Desarrollo de juegos con Unreal Engine** – Udemy
- **Programar Blueprints en Unreal Engine** – Udemy
- **Unreal Engine GAS - Top Down RPG** – Udemy

of Mixamo, this is solved using the “Retarget manager” and placing the corresponding bones.

- **HORROR SILENCE**

- It is a game in development, which is based on psychological fear, based on blueprint and c++, making it a hybrid between these two technologies to get the most out of both parts.
- The difficulties that I have presented have been diverse, like the search of how some things are done, also that the #include must have an order since if not also that it causes errors of compiled.
- I learned that using materials to make some effects is better than using code, not in all cases, but in small cases, I learned that working remotely is a challenge because I have to solve every problem alone, but the advantage is that I learn from every mistake, as well as from every problem that arises I learn to solve it by myself.

Tools

- ≠ Git, GitHub
- ≠ C++, C, C#
- ≠ Blueprints, Unreal Engine 5, 4.

Languages

- ≠ English - B1
- ≠ Español - Nativo