

### **Education**

#### **UNIVERSIDAD INSURGENTES**

septiembre 2022 - Presente

Relevant Coursework: Fundamentos del Emprendimiento: Pensamiento y Acción

#### **BACHILLERATO FERNANDO MONTES DE OCA**

Puebla, San Rafael Tlanalapan  
Agosto 2017 – Julio 2020

**Desarrollo de juegos con Unreal Engine**

Udemy

**Programar Blueprints en Unreal Engine**

Udemy

### **Experience**

#### **AURA**

- Aura, is a project still in development, which is a game mostly c++, the important thing to highlight is that it is type GAS (Gameplay Ability System), has mechanics to cast spells, take objects, such as life positions, mana. During the development of this project, I have had to solve problems like c++ errors that I had to investigate to solve them.
- I learned skills that I didn't have before like writing in c++ language, besides reinforcing the basics in unreal engine in the blueprints section.

#### **HORROR SILENCE**

- Horror Silence 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 maximum benefit from both parts.
- The difficulties that I have presented have been diverse, like the search of how some things are made, also that the #include must have an order since if not also that 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 each problem alone, but the advantage is that I learn from each mistake, as well as from each problem that arises I learn how to solve it by myself.

#### **MAILERAPP**

- This was one of the first projects I made at the beginning of programming, based on the python language, this app uses an api for sending emails, without the need to have an email.

### **Skills & Interests**

**Technical:** Git, C++, C#, C, Python, JavaScript, NodeJS.

**Language:** English B1+

**Interests:** League of Legends, Music, Movies, VideoGames, Read.