



Fernando Ascencio

MOBILE, AR AND GAME DEVELOPER



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fernandohab



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FernandoHazel

Languages

Spanish:
Native.

English:
B2 MCER

Skills

Unity

NET MAUI

C#

Kotlin

Swift

HTML / CSS/ JS

SQL

Git

Scrum

About me

I am a 3 years experience developer which have worked in videogames, AR and mobile apps. I have experience in Unity, Net MAUI, Kotlin, Swift and SQL. I believe soft skills are essentials to carry out a project and I always do my best to reach an objective in collaboration with my team. I have no problem working remotely or in-person.

Laboral Experience

Game Studio Developer

One Simple Game Guadalajara. JAL | February 2022 - August 2022

- Collaborated with designers to implement mechanics
- Created a fully responsive UI an UX experience
- Documented code and for better workflow
- Tested and fixed bugs resulting in a 90% reduction of bugs

Created mobile games which are now available on google play and app store with unity 3D.

Mobile developer

GSN Qro. Qro | November 2022 - May 2023

- Collaborated with product team to implement specifications
- Created a responsive UI and UX experience for IOS and Android
- Used Git to ensure a better and safer work flow
- Tested and fixed bugs to ensure hight quality.

Created internal company apps for Grupo Bimbo, Ferromex and Silberhorn with unity for staff training and managment. Also created an internal app with .NET MAUI for employees.

Freelance and indie developer

My Own | From December 2021

- Created responsive web sites for bussiness using HTML and CSS
- Creating and deploying my own mobile games for Android and IOS
- Creating and monetizing my own apps

I already published a self created mobile game with unity, a MAUI app for a restaurant and some websites with html and I am working on a new native app.

Academic Info

Bachelor in Digital Animation

Instituto de Estudios Superiores de Monterrey Campus Guadalajara

Videogame creation diploma

Tec De Monterrey | February 2021 - May 2021

Full Stack Developer Diploma

Digital House | April 2021 - August 2021

Unity programmer diploma

Unity | November 2022

Multiplatform apps with .NET MAUI trophy

Microsoft | April 2023