

# Fernando Ascencio

UNITY, AR AND MOBILE DEVELOPER

## Portfolio



[fhazel.com.mx](https://fhazel.com.mx)

## Contact



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## Languages

**Spanish:** Native  
**English:** Advanced

## Skills

Unity	Git
NET MAUI	Scrum
C#	Firebase
Kotlin	Node Js
Swift	Express js
HTML / CSS/ JS	React
SQL	

## Education

**Bachelor in Digital Animation**  
**Tecnológico de Monterrey |**  
**January 2018 - December 2022**

Videogame Developer Diploma  
Tec De Monterrey | February 2021 - May 2021

Full Stack Developer Diploma  
Digital House | April 2021 - August 2021

Unity Programmer Diploma  
Unity Technologies | November 2022

## About me

I am a 3 years experience developer which have worked in videogames, AR and mobile apps. My stack is Unity, Net MAUI, Kotlin, Swift and SQL but I started my coding journey with Nodejs and React before discovering my passion for mobile apps.

## Professional Experience

### Mobile Game Developer

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

- Collaborated with designers to implement new mechanics using C# applying OOP and design patterns
- Created a fully responsive UI an UX experience with Unity canvas
- Documented code for better workflow
- Tested and fixed bugs resulting in a 90% reduction of bugs
- Added analytics sdk to track the user actions in the game
- Had daily scrum sessions to ensure a better team communication
- Used Git to ensure version control and safer workflow

### AR and Mobile Developer

GSN Qro. Qro | November 2022 - May 2023

- Collaborated with product team to implement specifications using C#
- Consumed REST APIs with JSON and perfing CRUD to display, modify and store data
- Created a responsive UI and UX experience for IOS and Android
- Used Git to ensure a better and safer workflow
- Tested and fixed bugs to ensure high quality
- Created internal company apps for Grupo Bimbo, Ferromex and Silberhorn with unity for staff training and managment.
- Created an internal app with .NET MAUI for employees which improved the internal company efficiency and communication

### Bussiness Owner

Fhazel Solutions Tech | From December 2021

- Created responsive web sites for bussiness using HTML and CSS deployed with vercel
- Created multiplatform mobile app for a restaurant using .NET MAUI which improved user experience when buying food and drinks
- Creating and monetizing my own mobile games for Android and IOS using unity, one is already on production
- Creating and monetizing my own apps using Kolin and swift
- Applying Ad Mob, IAP and Firebase Analytics to monetize, track results and find bugs
- Updating youtube videos teaching others programming fundamentals and technologies curiosities
- I give private programming classes of Unity, Git, Nodejs and React
- Working on a football club app with Kotlin and Swift
- Working on a transportation app with Kotlin and Swift
- Working on a football training app with Kotlin and Swift
- Leded a team using scrum which published 2 videogames
- Ported a PC game to mobile and published it on google play