IKER GUERRERO GONZÁLEZ

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EDUCATION

Instituto Tecnológico y de Estudios Superiores de Monterrey (ITESM), Campus Puebla
B.S. in Computer Science and Technologies   Graduating in June 2024

PROGRAMMING LANGUAGES

Proficient: C#, C++, Python, Elixir, Lua

Worked with: Javascript, PHP, SQL

TOOLS & FRAMEWORKS

Proficient: Unity 3D, Plastic SCM

Worked with: UE5, Godot, Git, Github, Android
Studio, Love & Software Engineering

PROJECTS & EXPERIENCE

PLC Simulator
Puebla, MX
Sep 2022-Present

FFreelance Unity developer aiding **Sticky Games Studio**

- Android app developed using **Unity 3D, C#, Firebase** & **Plastic SCM.**
- Worked as part of a team to deliver updates to the public according to deadlines.
- Worked **optimizing** the game/simulation and developing new features.

Isometric Sokoban
Villahermosa, MX
August 2020

Solo developer

- Isometric block pushing game made as final task in Harvard's CS50x using **Lua** and the **Love** framework.
- Developed from scratch of a **rendering system** for isometric cubes in 3 dimensions, as well as developing the **logic system** for the gameplay features of movement, pushable blocks, switches and pistons.
- Puzzle and level design for 5 levels of increased complexity, ranging from teaching the game mechanics to testing the player's knowledge of them.

Ikta'an Arcade
Puebla, MX
Feb-June 2022

Project lead

- Collection of 4 minigames developed for a college course in game development using **Unity 3D** and **C#.**
- Lead a 5 person team, providing assitance and guidance to the team members in developing their minigames.
- Developed the minigame Xibalba, a highscore survival game in which the player must avoid soaring flames for as long as they can moving on a grid.

Cubam
Puebla, MX
Aug-Sep 2022

Gameplay Programmer

- 2D boss rush game prototype developed for a client on fiverr using **Unity 3D** and **C#**.
- 2D movement and shooting, with a rewind function for the main character.
- AI programming for the bosses, as well as designing and implementing their attack patterns.

AWARDS AND ACOMPLISHMENTS

3rd place, national math contest TAI   Saltillo, México   2014

3rd place, national math contest TAI   Chihuahua, México   2016

2 times selected for my state's math olympiad team   Villahermosa, México 2015-2016