JUAN D. LUGO

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Website Portfolio: https://juandlugo.com
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Professional Summary

Game/Gameplay programmer with 3+ years of professional experience on indie and AAA teams. With the flexibility to work in a variety of large codebases and the ability of understanding complex game systems.

Education

Bachelor of Science in Game Development: 4.0 GPA   2020-2022
Full Sail University, Winter Park, FL   **Achievement:** Course Director award

Technical Skills

Programming Languages: C++, C#, Unreal Blueprints, Phyton, GLSL, SQL, HTML/CSS, MEL
Development Tools/APIs: Unreal Engine, Unity, DirectX, Visual Studio, Maya, Zbrush, Photoshop, Painter/Designer, Git, GitHub, Trello, Jira, MATLAB's, FBX
Engine Development: Entity Component Systems, object oriented, animation blending, Debug tools
Gameplay Programing: Gameplay System, UI, Animations, IK system support, Multiplayer
AI Programing: Machine Learning, Behavior Trees, Blackboard, AI Perception, Environment Query System, enemy system
3D Math & Other Knowledge: AI Programing**,** System Programing, Data Structures, Physics, Linear Algebra, Probability, Computer Graphics, Operation System, 3D Content Creation, Computer Networks, Engine Development
3D artist: 3D modeling**,** texturing**,** topology, UV Unwrap**,** shaders, animation, Teamwork / Collaboration

Experiences

Covalent Reality VR Game Developer - Lead Generalist Programmer   10/2019 - 06/2020
- Worked on highly detailed VR projects as game designer/developer
- Lead generalist programmer Worked on many aspects of the game including gameplay systems, engine systems, UI, networking of gameplay and engine systems, and optimization across all systems and platforms.
- Worked with a large team of programmers to design and implement new features and bug fixes in a C++ embedded systems project.
- Assisted in training new team members
- Designed and modeled various environment, character, props, and textured assets for rendering and optimized shader

3D Character Artist (Contract)   04/2017- Current
- Collaborate closely with artists, programmers, and designers to develop the look and feel of the games.

The Blind Forest   04/2021 – 07/2021
- Develop the main Character, enemies AI behavior, obstacles, and overall gameplay such as player movement, abilities system, health system, combat system, UI, physics, destructible objects, camera, game feel, etc.
- Designed and developed core gameplay systems, feature, components, helper and general code, game manager
- Troubleshoot game programming to ensure no mistakes are made.
- Website**:** https://juandlugo.com/game-developer-projects/maze-evolution.html   published on simmer.io

Maze Revolution   6-month project
- Develop code to determine the mechanics and gameplay player such as player movement, abilities system, health system, Level system, physics, UI, save system, performance settings, character select, hight score.
- Program and design many aspects of game, such as 3d models, shaders, UI, sound, user interface, gameplay mechanics
- Website**:** https://juandlugo.com/game-developer-projects/the-blind-forest.html

Custom Render, DirectX (C++), Unreal Engine
- Implemented physically base rendering asset pipeline.