



Bday: 04/09/2004

ABOUT ME

Passionate about video games and fan of Eastern Culture. Whenever I work on something I like to stand out no matter how easy or hard it is.

MORE INFORMATION

- Cat Lover.
- Enthusiastic of Manga/Anime.
- Pc Gamer.

CONTACT



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[Juan Fernando Aispuro](#)

Juan Fernando Aispuro Sanchez

Junior Technical Game Designer

PROFILE

I'm a 5th semester student on Interactive Software Development and Video Games with the purpose of creating, designing games and making people feel new emotions through the screen. I love videogames but i love more creating them. ❤️

EXPERIENCE

Indie Development

- Fish & Waste - October 2023 (Point and Click Game for Mobile, Available on Itch.io).
- Forgotten Sins - November 2023 (RogueLite Game for PC, Available on Itch.io).
- JesterVex - January 2024 (Point and Click Game for Pc, Demo on Itch.io).
- Tap to Stream - Coming Soon (Idle Tycoon Game for AppStore & Google Play).

Game Jams

- Game Jam Plus Edition 2023 Team Leader & Programmer **Fish & Waste**
- Global Game Jam Edition 2024 Team Leader & Game Designer **JesterVex**

WORK EXPERIENCE

Professional Practices

Enginnering Intern
08/2024 - Present

Amber Studios

Guadalajara, Jalisco

- Managed to learn and improve my skills as a Game Developer for Roblox Studio.
- Currently working on a big amount of projects for companies and partnerships at Amber Studios.
- Collaborated with a team of developers and artists to create and implement game assets, resulting in the development of new games.

Unity VR Developer Intern
02/2024 - 05/2024

CreativeSoft

Guadalajara, Jalisco

- Managed to learn and improve my skills as a Game Developer for VR
- Managed the development of a new training software for the Oculus Quest 2, resulting in a Professional Software made to learn the basic training of a washing bottle machine.
- Collaborated with a team of developers and artists to create and implement game assets, resulting in the development of a new program.

SKILLS & COMPETENCIES

- Game design and development
- Game design documentation
- Mobile game development
- Game asset implementation
- Game performance optimization
- Narrative design
- Storytelling
- Prototyping
- Scripting languages (e.g., C++, C#, Python, Lua)
- 2D/3D Game development
- VR Games development
- Game engine proficiency (e.g., Unity, Unreal Engine)
- User experience (UX) design
- User interface (UI) design
- Version control systems (e.g., Github)
- Project management (SCRUM)
- Team collaboration and communication

COURSES & CERTIFICATIONS

- Unity Mobile Game Development - **Feb 2 2024**
Udemy-Mario korov
- Curso de Diseño Narrativo y Guión de Videojuegos - **Feb 23 2024**
Aurixen Group-Ángel Codón Ramós
- SCRUM 2023: Gestión Ágil de Proyectos con SCRUM desde CERO - **May 5 2024**
Udemy-Melanie Kalfaian
- U-Echo Training Center Epic Games Course Program - **Aug 23 2024**
Ciudad Creativa, Guadalajara
- U-Echo Training Center / Specialization with C++ on Unreal Engine - **Aug 25/2024**
Ciudad Creativa, Guadalajara

EDUCATION

High School

Instituto Anglo Moderno August 2019 - June 2022

University

Interactive Software Engineering in Video Games / Amerike
August 2022 - June 2026

INTERESTS

- Eastern Culture.
- Movies & Series.
- Videogames.
- Science Fiction Movies.
- Sports (Soccer/TKD).
- Cinema.

LANGUAGES

Spanish:
Native.

English:
Level C1.

Japanese:
Recently starting.