

Julio César Gómez González

Software Engineer | Game Developer

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TECHNICAL SKILLS

- **Core Languages:** C#, C++, Java, Python, JavaScript, PL/SQL.
- **Game Development:** Unity, Unreal Engine, Photon (P2P), Netcode for GameObjects.
- **Enterprise & Web:** .NET Ecosystem, React, REST APIs, MVVM Pattern, Oracle Database, HTML/CSS/Bootstrap, WordPress.
- **Tools & DevOps:** Git (Version Control), Jira, CI/CD Pipelines, Figma, Adobe Suite.
- **AI & Productivity:** Prompt Engineering, GitHub Copilot, LLM-Integration (Gemini/OpenAI APIs), AI-Assisted Architecture.

PROFESSIONAL EXPERIENCE

TATA CONSULTANCY SERVICES (TCS) | Querétaro, México

Software Engineer | 2023 – Present (2 Years)

- **Technical Leadership:** Acted as the primary technical point of contact for the client and spearheaded the development lifecycle for a team of 3 developers, ensuring code quality and architectural integrity for a critical financial .NET application.
- **End-to-End Delivery:** Engineered the complete software delivery process, moving features from requirements gathering and story point estimation (Jira) to implementation (C#/.NET) and production deployment.
- **Modernization & Architecture:** Architected key modernizations to meet enterprise security standards, including the integration of SFTP transfer protocols and ensuring compatibility with upgraded Oracle database environments.
- **Incident Management:** Led a multi-team debugging effort to resolve a critical production failure post-rollback. Identified the root cause within a complex database package and deployed a fix, restoring 100% application stability with zero data loss.

GAME DEVELOPMENT PROJECTS

I WANT MY TOYS | Unity, C#, Photon

(Winner of Game Jam & Acquired by TLM Partners)

- **Commercial Success:** Developed a polished multiplayer prototype that won a competitive game jam and was subsequently acquired by TLM Partners.
- **Networking Architecture:** Engineered a Peer-to-Peer (P2P) model using Photon to synchronize complex player animations and object instantiation in real-time within a tight deadline.
- **Core Mechanics:** Designed and implemented the complete 2D top-down gameplay loop, ensuring responsive controls and balanced competitive mechanics.

ZERO GRAVITY 6-DOF MOVEMENT SYSTEM | Unity, C#, Linear Algebra

(Advanced Physics & Math Tech Demo)

- **Physics Architecture:** Designed a hybrid controller blending Newtonian physics (Zero-G) with kinematic surface projection. Implemented custom drag models and angular damping to preserve momentum during state transitions.
- **Algorithmic Complexity:** Utilized vector projection and quaternion interpolation (Slerp) for real-time surface alignment. Developed a “look-ahead” velocity projection algorithm to predict geometry and pre-align the character.
- **Tooling:** Developed custom editor tools to visualize raycast history and profile real-time detection logic, optimizing performance to average <0.5ms per frame.

MAYHEM SUPERSTARS | Unity, Netcode for GameObjects

- **Multiplayer Engineering:** Architected an online multiplayer system from the ground up using Unity's Netcode for GameObjects.
- **Gameplay Systems:** Delivered foundational networking logic to support a high-intensity bullet-hell experience, synchronizing hundreds of projectiles with minimal latency.

EDUCATION

Tecnológico de Monterrey | Querétaro, México

Bachelor of Science in Computer Science and Technology

Tecnológico de Monterrey | Monterrey, México

Minor in Video Game Design for Engineering

CERTIFICATIONS

- Career Essentials in GitHub Copilot (GitHub)
- Building AI Products: Prototyping Essentials (LinkedIn Learning)
- Start Writing Prompts like a Pro (Google)
- C++ Fundamentals I and II (Pearson)