CESAR ALEJANDRO GUAYARA

SYSTEMS ENGINEERING

MCDRAK.GITHUB.IO

CONTACT INFORMATION

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SKILLS

PROFICIENT	FAMILIAR
C/C++/C#	Python
Java	SQL
Unity	HTML/CSS
Unreal Engine	JavaScript
Ogre3D	TypeScript
OpenGL	
Linux	

REFERENCES

SANDRA VARGAS JARA
Webmaster
Museo Nacional de Colombia
Tel: (+57) 1 381 6470 ext. 2172
webmaster@museonacional.gov.co

JULIANA GIL MORA
Young researcher
Pontificia Universidad Javeriana
Tel: (+57) 3175127184

EDUCATION

2019 Pontificia Universidad Javeriana, Bogotá, Colombia
Systems Engineering

2017 Universidad de los Andes, Bogotá, Colombia
International summer Workshop on Visual Computing

2017 DragonJAR Bogotá, Colombia
DragonJAR Security Conference 2017

2016 Pontificia Universidad Javeriana, Bogotá, Colombia
Javeriana Game Jam VII

2016 DragonJAR, Bogotá, Colombia
DragonJAR Security Conference 2016

2010 Colombo Gales School, Bogotá, Colombia
Bachelors' degree

PUBLICATIONS AND **PROJECTS**

DESTINO48 • PONTIFICIA UNIVERSIDAD JAVERIANA

Ehe purpose of the game is to race across the city of Bogotá, following the events of the 9th of April of 1948.
Developed using Ogre3D & Bullet Physics Engine.48.

EXPLORACION DE AMBIENTES VIRTUALES 3D EN REALIDAD VIRTUAL INCLUSIVO PARA PERSONAS CON DISCAPACIDAD VISUAL • PONTIFICIA UNIVERSIDAD JAVERIANA

The purpose of the game is to give an immersive experience to the player, where his/her field of vision will constantly shrink until the player is forced to play being completely blind.
Developed using Unreal Engine.

THE PROMISE • INDEPENDENT

2D side-scroller platformer, the purpose of the game is to fulfill the main character promise of returning to his hometown, only to find that it has been destroyed. Why and who could have done it?
Developed using Unity.