



Miguel Quezada

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[Profile]

Usually my fields of work lean between being a Technical Artist, Programmer or Web Developer. My work is focused on Interactive Fiction I consider myself a team player who tries to make his teammates better (never forgetting the human part) and also being improved by them to get the work to reach greater heights than expected at the beginning.

[Education]

2015-2018 **BFA in Game Design**

SAE Institute México

Relevant courses:

- Usability and Interaction Techniques
- Experience Design
- Interactive Entertainment Theories

[Experience]

since

Runente, AR Engineer/Programmer

2022

Prototype creation of Augmented Reality effects (Meta Spark AR/Lens Studio/EffectHouse) for clients such as: Garena FreeFire, League of Legends o Meta. We work closely with Meta en prueba in testing of beta functions.

2021

Grupo Tecartd, Programmer

Mainly I have been focused in two projects:

- **Ignition**, a customizable digital events platform, which has been used for clients like DAIMLER or La Salle.
- **Union**, rack visualizer and creator with pricing for the furniture brand of the group.

2020

Ykaro Estudio, Technical Artist

Integration of digital character, **El Chepe**, created by the studio for Grupo Televisa. It takes use of the Virtual Production pipeline of Unreal Engine while using motion capture.

2019

ARSCITE, Game Designer/Programmer

Game gallery using the Leap Motion Sensor and an activation for VIPAL in Expotransporte Puebla 2019, which consisted of simulating a truck tire change.

2018

Zeeds Soluciones, Game Designer/Programmer

Modeling of an scenario and integration of it in a virtual reality tour to promote, **Urbox**, a physical events application.

[Accolades]

2024 **El Cecehachero Film Festival**

"castañeda" was part of the Official Videogame Selection of the festival's eighth edition.

2024 **GATO Game Quest Awards / gato.us, game platform**

Presentation of "castañeda" in the Open Screens section of A MAZE, International Festival focusing on Arthouse Games

2023 **A MAZE fest. Berlin 2024**

Presentation of "castañeda" in the Open Screens section of A MAZE, International Festival focusing on Arthouse Games.

2023 **LEIVA. National Center of the Arts [CENART]. MX**

Selected for the Interdisciplinary Lab for Experimentation and Innovation in Games and Interactive Art.

2021 **SAE Awards 2021, Web Development**

Nominated in the "Best Web & Tech Production" exalumni category at the SAE Awards organized in Cologne, Germany.

2019 **Cannes Film Festival 2019, Essay**

Selected for **3 Days at Cannes**, which provided assistance to the festival.

Languages

Spanish

English (B1)

German (A2)

Visual Design

Adobe Ps, Pr, Ai

3D

Unity

Unreal Engine

Maya

Substance Painter

Programming

C#/C++

Shadergraph/GLSL

HTML/CSS/JS

PHP

Swift