Miguel Quezada

Website.   insurgentes300.com
E-Mail.   miguel@insurgentes300.com

Languages
Spanish
English (B1)
German (A2)

Visual Design
Adobe Ps, Pr, Ai

3D
Unity
Unreal Engine
Maya
Substance Painter
Meta Spark AR

Programming
C#/C++
Shadergraph/GLSL
HTTML/CSS/JS
PHP

[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 beginnning.

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

2024 **GATO Game Quest Awards / gato.us, game platform**
        Winner of 2nd and 3rd place in "Best Interactive Fiction"
        category for the projects "castañeda" and "Blooms of April".

2024 **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**
        Winner of the essay competition **3 Days at Cannes**, which provided
        travel and assistance to the festival.