


PATRICIO LANDA


GAME PROGRAMMER

CONTACT

 p.landa@outlook.com

 [LinkedIn](#)

 [Game Developer Portfolio](#)

 [Demo Reel](#)

SOFTWARE

Advanced C#, C++, OpenGL

Basic proficiency in Maya, Figma, Adobe Photoshop, and Illustrator

Advanced Unity

Proficiency in Unreal Engine 5

SKILLS

Excellent communication skills, attention to detail, creative mindset, problem solving, self motivation, excellent organizational skills, leadership, ease of team working, goal oriented, adaptable to all types of environments.

EDUCATION

Bachelor's degree in Video Game Programming

SAE Institute México

2021-2023

Fundamentals of Unreal Engine 5.2 & Specialties Diploma.

Tecnológico de Monterrey

2024

LANGUAGES

Spanish (Native)

English (C1-TOEIC)

EXPERIENCE

Papalote Museo del Niño, Intern, January 2024 - Present

- Unity Developer (Optimization and final adjustments for the augmented reality game "El universo dentro de mi")
- Unity Developer (Fully develop, launched and led a team for the game "Interactivo carreras", Drag&Drop, Optimization, Video and media incorporation, UI programming)
- Version Control (Usage of Gitlab and Sourcetree for all project)
- Games shipped to the "Papalote Museo del Niño" in Mexico City

"Slash Game", 2024 Unreal Engine 5

- C++ programming (Unreal Engine reflection system, usage of interfaces, data structures, inheritance, polymorphism, character's controller, enemy's advanced AI with state machine, treasure spawning system, Widgets and Niagara components)
- Animation Blueprints (State machine for character's and enemy's animation)
- Visual Effects (usage of Niagara and Chaos destruction system for breakable objects)
- Open World System (Packed level instances, foliage painting, landscape making, assets integration)
- UE5 features (usage of Motion Warping, Meta Sounds, Linked Anim Graphs, Control Rigs)
- Shipped to itch.io in 4 months

"Frequency based platform FPS" Thesis, 2023 Unity 3D

- Fourier Transform (Used Fourier Transform to obtain frequencies from any song and used them for controlling the entire gameplay)
- Game coding (Gameplay, AI with Unity's NavMesh and own steering behaviours, player physics, grappling hook mechanic, final boss)
- UI design and coding (Created and designed a UI that allowed the player to choose or upload any song from their computer)
- Different difficulty levels (Depending on the player song election, the game difficulty will change)
- Shipped to itch.io in 1 year

"RUN" VR Horror Game SAE Institute, 2022 Unity 3D

- Game coding (Gesture detection, virtual reality controls, AI with Unity's NavMesh)
- Game designer (Assets integration, GDD production)
- Shipped game in 3 months

CERTIFICATIONS

Data Structures and Design Patterns for Game Developers, 2022 University of Colorado, Coursera

The Ultimate Git Course - with Applications in Unreal Engine 2024 Udemy

Unreal Engine 5 C++ The Ultimate Game Developer Course, 2024 Udemy

Agile Project Management, 2023 Google, Coursera