ANGEL PONCE

50140, Toluca Mexico
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RESUMEN

Motivated Unity developer soon to graduate from UVM, eager to join the video game industry as a game developer in the near future. With multiple GameJam participations within the Itchio Platform.

HABILIDADES

- Experience developing games in Unity and Unreal Engine
- Knowledge of Game Development Life Cycle
- Object Oriented Programming in C# and C++
- Development of games and mobile applications using C#
- Plastic SCM, Github
- Jira, Scrum

PROYECTOS

02/2023 to 03/2023

Freelance Unity Developer
Main Programmer
- Lead Programmer of the "Mine A Mole" Project for the GameJam "Platformer Challenge".
- Design, development and implementation of all mechanics and systems used within the project, such as Animations, Events, Particle System, Managers.
- Management and version control through Plastic SCM.

11/2022 to 12/2022

Freelance Unreal Developer
Main Programmer
- Lead programmer of the "Whiskers" project for the GameJam "GameOff 2022" organized by Github.
- Design, development and implementation of all the mechanics and systems used within the project.
- Administration and management of the project through Github.

12/2021 to 12/2021

Freelance Unity Developer
Main Programmer
- Lead Programmer of the "B For Boxes" Project for the GameJam "2021 AD".
- Design, development and implementation of all in-game mechanics, as well as the programming of the UI, Animations and Particle System.

EDUCACION

Expected in 12/2023

Ingenieria En Tecnologias Interactivas, ITIAD
Universidad Del Valle De Mexico - Toluca De Lerdo
Student of Interactive Technologies and Digital Animation Engineering with a focus on the development of 3D projects.