

# Angel Ponce

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Mexico  
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## Summary

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Passionate Software Developer from México with a long-standing love for video games. Since I was young, video games have been a fundamental part of my life, and now, as a professional, I'm excited to merge my passion for gaming with my software. My primary focus is on game development and interactive experiences. I enjoy crafting digital worlds that ignite imagination and captivate players.

## Experience

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### Unity Developer

Agosto 2023 - Diciembre 2023

#### Macula Interactive - México

- Worked closely with the development team to implement assets, collectibles, and dialogues across various levels of the game 'Mexico, 1921: A Deep Slumber.'
- Participated in the execution of gameplay mechanics, as well as in optimization activities and technical issue resolution.

## Education

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### Engineer in Interactive Technologies and Animation, 2024

University of the Valley of Mexico - Toluca

- With a specific focus on Game Development and Assets, I have acquired a diverse set of technical and creative skills geared towards crafting captivating and visually appealing gaming experiences.

## Skills

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- Experience developing games in Unity and Unreal Engine
- Knowledge of Game Development Life Cycle
- Object Oriented Programming in C# and C++
- Game Desing Patterns
- Development of games and mobile applications using C#
- Plastic SCM, Github
- Javascript, HTML,CSS
- Knowledge working with React.js and Threejs library

## Projects

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### "For The Raksha"

**Immerse yourself in a magical and mysterious world where magic and adventure converge.**

- Development of an adventure video game as a university thesis project, centered around a wizard who utilizes a wand with two unique mechanics: object levitation and spell casting.
- Successful implementation of a diverse, challenging enemy system with unique behaviors, which contributed to the dynamics and excitement of the game.
- Design and integration of an immersive mission system, guiding the player through the game's narrative and providing an immersive and satisfying gaming experience.

### "Mine A Mole"

**Game about a blind mole who can see INVISIBLE objects**

- Project for the GameJam "Platformer Challenge". Design, development and implementation of all mechanics and systems used within the project. Administration and management of the project through PlasticSCM.

### "Whiskers"

**Game about being a cat.**

- 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.

### "B For Boxes"

**Box labeling game.**

- 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