

# Jesus Popocatl Lara

popocatl22@live.com.mx

site: [popocatl0.github.io](https://popocatl0.github.io)

(052) 55 3445 3274

Mexico City, Mexico

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**Game Developer** with 6 years of experience in the development of games and web applications, I'm establishing my career in the industry to create and design all kinds of game systems.

## SUMMARY

I studied Computer Engineering at UNAM(2012-2016). I have participated in the development of games and multimedia applications for educational, marketing and entertainment purposes for mobile and web platforms. I adapt whatever the team needs and learn the required technologies, giving creative and technical solutions with successful outcomes.

## SKILLS

C# ■ C/C++ ■ Javascript ■ Python ■ HLSL ■ Java ■ PHP ■ SQL ■ HTML/CSS ■ Unity3D ■ Blender ■ Git ■ Visual Studio ■ React ■ Node.js ■ Firebase ■ Jira ■ Agile ■ OOP ■ SOLID ■ Design Pattern ■ Game Design

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## EXPERIENCE

(Projects list and details at [popocatl0.github.io/projects](https://popocatl0.github.io/projects))

### Game Programmer, Big Monster

2017-2022

- **Programmed 3 casual games** for mobiles, and developed **4 for educational purposes**. I co-led the technical team through all the lifecycle of the games.
- **Programmed diverse gameplay systems:**
  - pseudo random level generator for a runner
  - beat'em up fighting controls
  - dialogue systems with Twine and Excel
  - collectables and skin system
  - top down in 2D and 3D
- **Created many multimedia applications** for events and marketing stands with Unity, like forms, photo editors, minigames( mostly runners and shoot em ups) and 3D environment visualizers.
- **Integrated databases with SQL and Firebase** to read users metrics.
- **Designed Unity tools for level design implementation**, associating JSON files with Prefabs and Scriptable Objects, getting more quick playtests.
- Implemented custom shaders for 3D games, and improved the load of assets with addressables, all resulted in a **better performance for running in mobile and WebGL**.
- Debugged and optimized many other games, to fulfill the new requirements of the Google Store, **resulting in smaller apps with the same performance**.

### Software Developer, DHT

2016-2017

- Developed two management softwares, **created a back-end module** for storing clients and employees data using .NET and SQL, also debug and design new forms in the **front-end module with Angular**.

### Jr. Game Programmer, Wozlla

2016

- Programmed UI functions and debug a rpg battle system, used Unity3D and C#.