Jesus Popocatl Lara

popocatl22@live.com.mx   site: popocatl0.github.io   (052) 55 3445 3274   Mexico City, Mexico

SUMMARY

I studied Computer Engineering at UNAM. Have worked as a programmer for 6 years with expertise in games and web. I participated in the development of games and multimedia applications for educational, marketing and entertainment purposes for mobile and web platforms.

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

EXPERIENCE

(Projects list and details at popocatl0.github.io/projects)

Game Programmer, Big Monster   **2017-2022**

- Programmed 3 casual games for mobiles, and developed 4 for educational purposes. I co-leaded the technical team through all the lifecycle game.
- 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#.