

Jesus Popocatl Lara

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SUMMARY

I studied Computer Engineering at UNAM. Have worked as a programmer for 6 years with expertise in games and web. I participate 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

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#.