Jesus Popocatl Lara

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

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

EXPERIENCE

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

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

Unity, C#, Javascript, SQL, HLSL

- **Programmed 3 casual games** for mobiles, and developed **4 for educational purposes**. I co-leaded 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**

C#, Javascript, PHP, SQL

- 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**

Unity, C#

- Programmed UI functions and debug a rpg battle system.