

Jesus Popocatl Lara

Game Developer

🏠 Mexico City, Mexico

✉️ popocatl22@live.com.mx

☎️ (044) 55 3445 3274

🌐 popocatldev.wixsite.com

🌐 linkedin.com/in/popocatl

EDUCATION

Facultad de Ingeniería, UNAM

Computer Engineering | 2012 - 2016

TECNOLOGIES

- C#
- C++
- Python
- Java
- Javascript
- HLSL
- HTML/CSS
- SQL
- Unity 3D
- NodeJS
- ReactJS
- Firebase
- Git
- Jira

SKILLS

- OOP
- Agile
- Design Patterns
- SOLID
- Game Design

SUMMARY

Game Developer with over 4 years of experience in the game industry. Collaborated with designers and artists to develop and deploy projects for mobile and web. Specialized in game programming and Unity3D, also have knowledge in Shaders and Web Development. I look for a position as a game designer or gameplay programmer.

WORK EXPERIENCE

Game Programmer

Big Monster | 2017 - 2022

- Programming of gameplay mechanics, AI and UI
- Implementation of art, animations and VFX
- Optimization and projects update
- Development of interactive applications
- Contribute with creative ideas and technical solutions

Software Developer

Desarrollo de habilidades Tecnológicas | 2016 - 2017

- Development of a management software in .NET

Jr. Game Programmer

Wozlla | 2016

- Programming of UI and minor mechanics with Unity and C#

GAME JAMS

Women Game Jam 2019-2020

- Programming Mentor

Global Game Jam 2018-2020

- Programming Mentor
- Participant as Programmer and Game Designer