

# Jesus Popocatl Lara

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**Game Developer** with 7 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 Developer, Tagwizz

2022-Current

Unity, C#, VR, HLSL

- **Programming of Tools** for a better recording of 3D animations with Mocap in Unity.
- **Programming of UI** for game menus and tools for designers.
- VFX Design with the **particle system and shaders**.
- **VR Implementation** for Unity.

### 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
- **Developed +10 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 players 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 other 4 games, to fulfill the new requirements of the Google Store, **resulting in smaller apps with the same quality**.

## 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.