

Oscar Cordero

Gameplay Engineer

Open to relocate

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 [LinkedIn](#)  [Github](#)  [Digital Portfolio](#)

Summary



Passionate about creating video games, I am dedicated to constant learning and growth in Game Programming and Game Design. I seek to contribute to the world of video games with my combination of passion and solid technical knowledge to create immersive and engaging experiences.

Education



Universidad Politécnica de Durango
August 2020 - Actuality
BIS Software Engineer

Soft Skills



Team Work Leadership Creativity
Empathy Curiosity
Committed Communication

Languages



English
B2 ITEP Certification

Additional Information

Continuous Learning



C# C++ Unity Game Design
Unreal Engine 5 Mathematics
Multithreading

Interests

Active Drummer

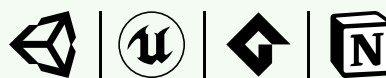
Various Bands | September 2011

- Actively composed music, infusing creativity into collaborative processes within a musical team.
- Demonstrated a keen artistic flair, contributing innovative musical elements to performances.

Hard Skills



Game Programming Game Design
Project Management



Work Experience



Game Programmer, Project Manager
Dragon's Gleam | November 2021 - Actuality

- Game Programmer
 - Integrated virtual reality technologies (C# and Google Cardboard) for dynamic VR mobile applications with controller support.
 - Developed game mechanics using Game Maker Studio 2, employing natural language for intuitive gameplay.
 - Configured motion for 3D characters using Blender rigs and implemented C# movements in Unity for animations.
- Project Manager
 - Led teams to achieve short and medium-term goals through effective coordination.
 - Conducted streamlined meetings for task follow-up and information gathering.

Game Designer

Scholar Game Jam | November 2021

- Game Designer
 - Creation of a GDD for the follow-up of a project.
 - Coordination of a team to achieve the vision of a game.

