

SUMMARY

Inventive and determined software engineer with 1+ year of experience on Game development and frontend software, seeking to make my creative skills and programming knowledge more valuable to my users. Reputable for resolving problems, adept at coding and implementing features. Define myself as a well-organized professional and passionate about developing new technologies.

KEY SKILLS

- Game Programming • Game Designing & Testing • Quality Assurance • Game Application Development • Web development • Web Design • Web Architecture • Database Management • Issue Resolution • Software Integration • Adaptability

TECHNICAL SKILLS

Programming Languages: C#, .NET, C++, Java, JavaScript, HTML5, CSS3, SQL, MongoDB, Python

Frameworks: React, React Native, Three JS, Node JS

Software: Unity 3D, Unity 2D, Unreal Engine, Visual Studio Code, CLI, Git Hub

PROFESSIONAL EXPERIENCE

Lead Game Designer and Game Programmer

Feb '20 - Jun '21

CIBURC

CDMX, México

Civil association dedicated to environmental conservation through new technologies.

Game Development

- **Oversaw** all aspects of **requirements** analysis and design, core gameplay **mechanics**, UI layouts and defined a game **flow**.
- **Programmed** video game **aspects**, including sound, gameplay, logical scripts, and interfaces to **increase** the **user experience** a **15%**.
- **Modularize and update** old **code** bases to modern development standard, **reducing memory cost** by **20%**.

Team Collaboration

- **Orchestrated** a team of 7 people to **enhance the** scope by 15% of the game through contributing to important design decisions to create and improve features.
- **Documented design** specifications, **gameplay** changes and **bug fixes** to help with the workflow to meet project goals within established deadlines.
- **Directed** testing and **troubleshooting** in concluding phases of game development before delivering demo.

Frontend Developer - Remote Job

Jul '21 - Jan '22

Harvestly.Co

San Obispo, CA

A digital marketplace that allows consumers to buy directly from local farms and food producers.

Web Development

- **Refactored** the **platforms** used to manage services such as an e-commerce page, vendor platform, and administrator platform.
- **Supervised** and **implemented** the **UI/UX** design of the vendor platform and management platform.
- **Designed** a practical **dashboard** which included strategic KPI's, pie charts and time-laps graphs.

Mobile Devices testing

- **Tested 5+** different **mobile** devices to check responsiveness and functionality of the applications.
- **Increased performance by 20%** in the Dashboard page due to animation callbacks with skeleton loading

EDUCATION

B.S. in Computer Science and Technology

Aug '18 – Jun '23

Instituto Tecnológico y de Estudios Superiores de Monterrey

Sante Fe, CDMX

- Class Valedictorian.

ADDITIONAL INFORMATION

- **Languages:** Spanish (Native) and English (Fluent)