

English

About me:

I'm a software developer from Mexico, I specialize in Video game development and design. I have been working professionally for more than three years, using different systems and programming languages.

Experience:

Unity VR Developer | C# :

Golstats | 2018 – 2019

- Development of soccer simulation on VR environment.
- Redesign of the Animator using Unity to better animation fluidity and correct errors.
- Development and implementation of cinematic camera system.
- Remake of player behavior with new models and animation using inverse kinematics.
- Bug Fixing.

Programming and development engineer:

Hospital Real San Jose | 2019 - Present

- Launcher and updater for the Windows application. | *C# / Windows Forms*
 - Development of lab reports visualizer. | *C#*
 - Database task automation. | *Python / MSSQL / MySQL*
 - Information validation Api RFC SAT. | *Python / Flask*
 - Development of restaurant order visualizer. | *React JS / CSS*
 - Development and support for web application tools. | *PHP*
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Education

Video game programming | *Bachelors*

University of Advanced Technologies | 2014 - 2018

Skills

Programming

- C#
- C++
- Python
- SQL
- Unity Engine
- Github

Aptitudes

Languages	
Spanish	Native
English	Advance
German	Basic

- Teamwork
- Adaptability
- Creativity
- Responsibility
- Problem solving
- Quick learning

Information

Contact			Projects
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