

Alain Barragán Méndez

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I am a programmer and video game developer with over 3 years of experience in different projects using multiple languages and systems.

Abilities

Programming:

C# Python
C++ SQL
Web (HTML, PHP, JavaScript, CSS)

Languages:

- Spanish: Native
- English: Advance

Experience

MAYO 2018 – APRIL 2019

Unity VR Programmer/ Golstats

I worked for a year at Golstats as a programmer at the VR department where we developed a system to recreate football matches and plays in an interactive virtual environment for coaches, commentators and players to analyze.

During my time at Golstats I was in charge of rewriting part of the code to better its functionality and remove bugs, I redesign the animation system to make them modular to be more fluid and removing many errors, I also developed an interactive camera system to record the plays in a cinematic way.

AUGUST 2019 – NOW

Programmer / Hospital Real San Jose

I am currently working at hospital Real San Jose developing and maintaining a web and mobile application for internal use of the hospital and its departments.

I worked in the redesign of the laboratory reports where the patient results is processed, saved and formatted for analysis, I also worked in the ordering system for the restaurant for the cooks to see and interact with the orders that come either from the restaurant or the patients room.

Education

AUGUST 2018

Engineering in Video Game Programming / Uniat, GDL

In 2018 I graduated from UNIAT, where I did many projects in addition to participating in Game Jams, hosted by the university, programming video games and leading a team.