

# Alain Barragán Méndez

Software Developer

## CONTACT

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## LANGUAGES

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- Spanish
- English

## Skills

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

## Aptitudes

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

## About Me

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

## Experience

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### Unity VR Developer

**Golstats** | 2018 – 2019

- Development of soccer VR simulations
- Redesign of animator system to improve fluidity and fix error
- Implementation of cinematic camera system
- Rework of player behaviour with new models, and animation using inverse kinematics
- Bug Fixing

### Programmer

**Hospital Real San Jose** | 2019 - Present

- Development and support of tools for the web application
- Development of the laboratory reporting system
- Development of the restaurant and kitchen system
- Automatization of various task in the database
- Launcher and Updater for the Windows application

## Other Projects

- Bothveen: A twitch chat bot made with python to interact with viewers
- Twitch Fight Club: A "Twitch plays" type program made in Unity where the players/viewers fight each other in an RPG game with stats customization and leveling.

## Education

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### Bachelors Video game Programming

**University of Advanced Technologies** | 2014 - 2018