Software Developer

Alain Barragán Méndez

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About Me

***Golstats*** | 2018 – 2019

Unity VR Developer

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.



CONTACT

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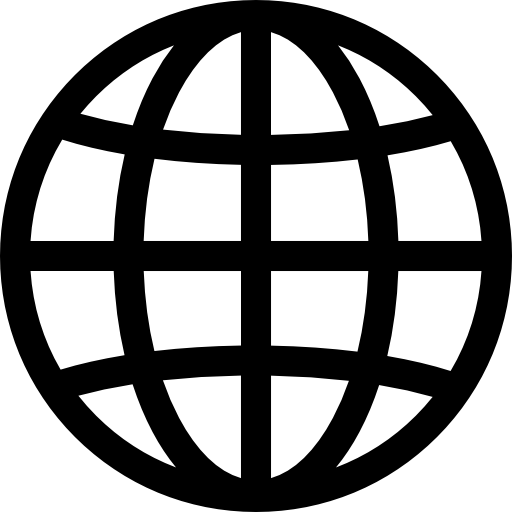
github.com/Ronysaurus

Experience



Spanish

English



* 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

LANGUAGES

Programmer

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

Other Projects

Other Projects

Programmer

Skills

Other Projects

* Development and support of tools for the web application
* Development of the laboratory reporting system
* Development of the restaurantand and kitchen system
* Automatization of various task in the database
* Launcher and Updater for the Windows application
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* Development of the laboratory reporting system
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* C#
* C++
* Python
* SQL
* Unity Engine
* Github

Other Projects

* Bothoveen: 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.

Aptitudes

* Teamwork
* Adaptability
* Creativity
* Responsability
* Problem solving
* Quick learning

Education

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

Bachelors Video game Programming