

SAMUEL PÉREZ;

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//Student interested in games development. I seek to acquire knowledge and work experience to be able to provide my services in the future.

EXPERIENCE ()

```
{  
    AUGUST. NOVEMBER (2021);  
    SCHOOL.PROJECT ("STREET DANGER");  
    //Unity 2D Game Development (Beat them up)  
    //Code, Sprites Animations, State Machine Transitions, Lives System, Events  
  
    FEBRUARY.MAY (2022);  
    SCHOOL.PROJECT ("SUBWAY QUETZ");  
    //Unity 3D Game Development (Endless Runner)  
    //Code, Rigging, Physics, Score System, Colliders  
}
```

EDUCATION ()

```
{  
    JUNE 2020  
    . OJT FOR COMPUTING ("PREFECO (GUSTAVO DIAZ ORDAZ)");  
  
    AT THE PRESENT TIME  
    . DIGITAL ANIMATION STUDENT ("UAQ");  
}
```

SKILLS (ENGLISH <= B1)

```
{  
    Efficiency = Teamwork (Adaptability);  
}
```

ADDITIONAL INFORMATION

```
{  
    Accepting. Suggestions ("Open to any job opportunity");  
}
```