

Simeone Ambrocio

C++ Tools/Gameplay/Engine Programmer

Experience developing games, custom videogame engines and interactive software. Tend to work with good communication, flexibility, dedication and attention to detail. Like to take the initiative.



<https://simeone0647.github.io/>

PERSONAL INFORMATION

Age: 24 years

Nationality: Mexican

Languages: Spanish (Native), English

SKILLS

- Videogame engines
- Tools
- Gameplay
- Audio
- UI

LANGUAGES

- C++
- C#
- HLSL/GLSL
- Python
- HTML5/CSS/JavaScript
- Dart

TECHS / FRAMEWORKS / TOOLS

- Unreal Engine 4/5
- Unity
- DirectX 11
- OpenGL
- SFML
- Flutter
- ImGui
- FMOD
- Git
- Perforce

CONTACT



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EDUCATION

Videogame Development Engineering

Universidad de Artes Digitales, Guadalajara, Jalisco, Mexico

August 2019 - December 2022

Career focused in the process of videogame development, commercial videogame engines usage and generation of tools for videogames in C++.

EXPERIENCE

Carbon Machina [March 2023 - Present]

Worked in Unity making the audio system, user interface, scene management and several gameplay mechanics of an unannounced Punch-Out!!-like game. Currently working in [Heaven Crawler](#), [C#](#), [Software Architecture](#), [FMOD](#), [Audio System](#), [Scene Management](#), [Tools](#), [Gameplay](#), [UI](#), [Dialogue System](#), [Interactions](#).

Attribute Overload [March 2023 - Present]

Member of the development team that offer professional videogame development and interactive software services. Frontend developer of an audio interactive software made in Unreal Engine 4. [C++](#), [Software Architecture](#), [Blueprints](#), [Audio](#), [Core System](#), [UI](#).

Capture and generation of hyperspectral images simulator (Independent)

School research project presented in the following conferences:

- National Congress of Space Activities (CONACES) (September 2022, Aguascalientes, México).
- XX International Symposium of the Latin American Society for Remote Sensing and Spatial Information Systems (SELPER) (October 2022, Monterrey, Nuevo León, México)

Implementation in Unreal Engine of the real-time image capture and export system and its transcription [Publication in process] (May 2021 - December 2022).

[C++](#), [Blueprints](#), [Materials](#), [Export System](#), [Images](#).

Boo Engine (Independent) [September 2021 - Present]

Videogame engine made from scratch. Includes a math library, engine's core, 3D model loading, actor-component system and actor instantiation, renderer and graphics modules and a connection with the collaboration software NVIDIA Omniverse. <https://youtu.be/mfRMzHacc5I> <https://youtu.be/4jd2eb8WBSY>