Simeone Ambrocio

Game Developer

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

🌐 **https://simeone0647.github.io./**

PERSONAL INFORMATION

Age: 25
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

📍 Guadalajara, Jalisco, México

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in **linkedin.com/in/simeboo/**

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 - November 2024]
Worked in Unity developing, refactoring and optimizing several systems of the announced game **Heaven Crawler**.
Worked on **American Trail**. A game made in Unity for the "Just Play" game jam.
C#, Audio System, Scene Management, Tools, Gameplay, UI, Dialogue System, Cameras system, Elemental system, Inventories.

Attribute Overload [March 2023 - December 2023]
Frontend developer of an interactive audio software made in Unreal Engine 4.
C++, Blueprints, Audio, UI.

Carbon Machina (Internship) [August 2021 - August 2022]
Helped to develop the studio's framework on Unreal Engine and developed some of the main character's weapons logic and a crafting system in the unreleased game **Blackbox Paradox**.
C++, Blueprints, Gameplay, Framework, Crafting System.

Capture and generation of hyperspectral images simulator (Independent)
A school project about a simulator that generates hyperspectral images made in Unreal Engine 4. Responsible of the real-time image capture and export system. [Publication in Progress] (May 2021 - December 2022).
C++, Blueprints, Materials, Export System, Images.

Boo Engine (Independent) [September 2021 - Present]
Videogame engine madre 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 colaboration software NVIDIA Omniverse.
https://youtu.be/mfRMzHacc5I
https://youtu.be/4jd2eb8WBSY