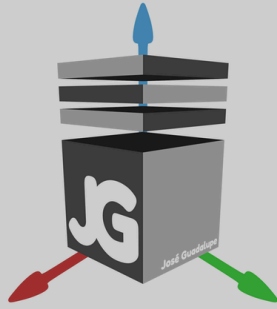


JOSÉ GUADALUPE

MARTÍNEZ HERNÁNDEZ

3D ARTIST & GAME DEVELOPER

I am a passionate software developer and 3D artist dedicated to turning big ideas into reality. I specialize in building virtual scenarios through their details and bringing them to life as an interactive game.



CONTACT

Phone number:

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E-mail:

WadalupeDev@gmail.com

LinkedIn

www.linkedin.com/in/WadalupeDev/

Portfolio

<https://wadalupedev.github.io/DigitalPortfolio/>



HARD SKILLS

C#	<div><div></div></div>
Java	<div><div></div></div>
HTML w/CSS	<div><div></div></div>
3D (Blender)	<div><div></div></div>
2D (Vector Art)	<div><div></div></div>



SOFT SKILLS

Communication
Learning Agility
Teamwork
Problem Solving
Creativity
Decision Making



LANGUAGES

- Spanish (Native)
- English (Medium)



EDUCATION

Instituto Tecnológico Superior de El Mante

Computer Systems Engineering

AUGUST 2019 - MARCH 2024

- Member of the student organization ACM

Formación Complementaria

Certificate in Web Development and Mobile Applications, Fundación Carlos Slim

FEBRUARY 2023 - JUNE 2023



PROJECTS

TeckyVerse 2023 • Solo Developer

- Solo development of a project optimized for low-end computers that serves as a virtual hub for the institution's students.

InfiniteWaves 2022 • Lead Developer

- Write and program the main logic of a round based bullet hell game and at the same time teaching the team how to develop a game

Teacher Evaluation System 2021 • Backend

- Developed the backend of the system using robust php and designed the database system to serve the purpose of the project efficiently

RandomRunner 2021 • Lead Developer

- Write and program the main logic of an Infinite runner like game and implement an ad based revenue system



ACHIEVEMENTS

Hackaton 2023 - 3rd place

Designer & Adviser

Hackaton 2022 - Finalist

3D Artist & Programmer

Coding Cup 2022

Competitor