

# Jean-Paul Balazs Thenot

## Software Engineer

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github.com/zetaku1

## Education

- 2023 **Computer Engineering, Pontifical Catholic University of Chile**
- 2022 **Software Engineering (Bachelor of Science in Engineering), Pontifical Catholic University of Chile**
- 2016 **High school diploma, Lycée Antoine-de-Saint-Exupéry, Chile**  
Scientific Baccalauréat with Mathematics specialty

## Experience

March 2023 -  
June 2023

### Junior Software Engineer, Iguanabee, Santiago, Chile

- > Game: Skull Island: Rise Of Kong
- > VFX and SFX implementation, communicating with different art departments.
- > UI Programming with Widget Blueprints.
- > Achievement Implementation and testing.

Unity C++ Unreal Blueprint Unreal Widgets

July 2022 -  
December 2022

### Junior Software Engineer, Santiago, Chile

- > Created a Unity Prototype game with a student group of 4 people.<sup>a</sup>
- > Implemented the dialogue functionality.
- > Implemented the Character select and Map select UI

<sup>a</sup><https://zetaku.itch.io/lightpath>

Unity C#

July 2022 -  
August 2022

### Junior Software Engineer, Iguanabee, Santiago, Chile

- > Implementation of AI Behaviour in unreal.
- > Implementation of animations in game.

Unreal Engine C++ Unreal Blueprint Unreal Widgets

January 2022 -  
February 2022

### Game Programming Intern, Iguanabee, Santiago, Chile

- > Game: Little League World Series Baseball 2022
- > Implementation of gameplay features in c++.
- > Use of Enumerators and Structures for the implementation of animations in-game.
- > Usage of Widget Blueprints for programming of Menu features.
- > Implementation of in-game achievements using the Unreal Achievements Interface.

Unreal Engine C++ Unreal Blueprint Unreal Widgets

January 2020 -  
March 2020

### Independent Summer project, Santiago, Chile

- > Created a Prototype fighting game in Unreal Engine with c++.<sup>a</sup>
- > Prototype made on summer seasons of 2020 and 2021, Chile.

<sup>a</sup><https://zetaku.itch.io/beatfighter-demo/download/otjcj0kYNd9rIyFC7NDMk1wQfiGoKa81fnMvwq5n>

Unreal Engine C++

## Competences

Programming Languages: **C, Python, Ruby, C++**

JavaScript, Bash, ~~TeX~~  
SQL, MQL (Mongo)

Technologies: **Unreal Engine, Git**, Unity

Game Maker, Perforce,  
Ruby on Rails, Php, Django  
PostgreSQL, MySQL  
Amazon Web Services, ReactJs, NodeJS

## Languages

Spanish (Native)



English



French



Japanese



## Extracurricular Activities

January 2018 -  
Present

**Japanese, Santiago, Chile**

- > Obtained JLPT N3 on July 2022
- > Followed a course of japanese kanji vocabulary on the Memrise app that has over 2000 kanji and 6000 vocabulary words.<sup>a</sup> Now using Anki.
- > Studied for four months at a Japanese School, Ceija institute, Santiago, Chile.

<sup>a</sup><https://app.memrise.com/course/861672/kaniwani/>

Japanese Self-Learning JLPT N3

March 2022 -  
July 2022  
March 2023 -  
July 2023

**Volleyball, Santiago, Chile**

- > Training in Volleyball to maintain healthy lifestyle.

Teamwork Healthy lifestyle

February2022  
January 2018

**Karate, Santiago, Chile**

- > Training in karate to improve lifestyle, learn about self-improvement and self-defence.

Healthy lifestyle