

Jean-Paul Balazs Thenot

Software Engineer

✉ jpbalazs98@gmail.com
in linkedin.com/in/jean-paulbalazs

github.com/zetaku1
Portfolio: zetaku.itch.io

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

Competences

Programming Languages: **C, Python, Ruby, C++**
C#, JavaScript, Bash, \LaTeX
SQL, MQL (Mongo)

Technologies: **Unreal Engine, Git, Unity**
Game Maker, Perforce, Reaper
Ruby on Rails, Php, Django
PostgreSQL, MySQL
Amazon Web Services, ReactJs, NodeJS

Life Skills: **Teamwork, Self-Learning, Healthy Lifestyle**
Programming, Music Production

Languages

🇪🇸 Spanish: Native
🇬🇧 English: Advanced (TOEIC and English Education)
🇫🇷 French: Advanced (French School)
🇯🇵 Japanese: Intermediate (JLPT N3)

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.

Unreal Engine C++ Unreal Blueprint Unreal Widgets UI

July 2022 -
December 2022

Junior Software Engineer, Santiago, Chile

- > Lightpath: Click to Play on Itch.io
- > Created a Unity Touhou-like Prototype game with a student group of 4 people.
- > Implemented the dialogue functionality.
- > Implemented the Character select and Map select UI

Unity C# UI

July 2022 -
August 2022

Junior Software Engineer, Iguanabee, Santiago, Chile

- > Game: Skull Island: Rise Of Kong
- > 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

- > Little League World Series Baseball 2022: Click to Visit on Steam
- > 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

- > Beatfighter: Click to Download on itch.io
- > Created a very basic prototype fighting game to learn Unreal Engine with c++.
- > Made on summer seasons, Chile.

Unreal Engine C++

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.
- > Click to Memrise Course
- > Studied for four months at a Japanese School, Ceija institute, Santiago, Chile.

Japanese Self-Learning JLPT N3

March 2023 -
Present

Music Production, Santiago, Chile

- > Using Reaper to learn Music Production and game VGM Composition
- > Click to Latest Project: Pokemon HGSS Arrangement
- > Click for Spotify Artist Page

Self-Learning Music

March 2022 -
July 2022
March 2023 -
Present

Volleyball, Santiago, Chile

- > Training in Volleyball to maintain healthy lifestyle and teamwork.

Teamwork Healthy lifestyle

February 2022
January 2018

Karate, Santiago, Chile

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

Healthy lifestyle