











Bryan Emmanuel Duarte Lozano

Multimedia and Digital Animation Student





Contact

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-  Bryan E. Duarte




Technical Skills

-  Object Oriented Programming
-  Computer Graphics
-  Source Control
-  Web Development

Soft Skills

-  Self-learning
-  Compromise and dedication
-  Passion to create
-  Assertive communication



Languages

-  English B2
-  Basic Japanese
-  Spanish (Native)

Education

Facultad de Ciencias Físico Matematicas, UANL

Degree in Multimedia and Digital Animation
9th Semester | 2018 - Today

-  Study software development, computer graphics, 3D modelling and digital art
-  Member of Bisontech, tech community, since May 2021

Certifications

Microsoft | AZ-900 Azure Fundamentals (April 2021)
Udemy | C# Fundamentals (June 2020)
Udemy | C# Intermediate (July 2020)
Udemy | C# Advanced Topics (July 2020)

Experience

VR/AR Developer at Edifex (January 2022 - Today)

I collaborate in the development of VR projects using Autodesk Maya 2019 to create and modify 3D models and Unreal Engine 4 to create virtual scenes.

Major projects

Jass Engine

It is an Open Source Game Engine in which I have worked since July 2020. With this project I have learned advanced concepts of C++, 2D and 3D graphics with OpenGL and DirectX 11.

Brawl Guys

It is a browser fighting game inspired by Super Smash Bros. I programmed the graphics and gameplay using Three.js and Javascript, and the UI using HTML and CSS.

Software and programming languages

