











Bryan Emmanuel Duarte Lozano

Multimedia and Digital Animation Student





Contact

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-  Bryan Duarte Lozano




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
7th Semester | 2018 - Today

-  Study software development, computer graphics, 3D modelling and digital art
-  Member of Bisontech, tech community, since May 2021
-  Member of 'Talentos Universitarios' Program from 2018 to 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

Jass Engine Developer (2020 - Today)

Jass 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, Entity Component Systems and about game engines in general.

Unity Trainer for Tech Academy (2019)

I worked with Tech Academy, a technology courses company for schools, training their teachers with Unity. Furthermore, I helped planning a Video Game Programming Course with Unity Engine for them.

Software and programming languages

