

ERNESTO SOLARES

DEVELOPER DIGITAL ARTS

+ EXPERIENCE

- 2013 **Grupo Salinas**
Creation of 3D assets for video game.
Basic programming of video game. (Unity 3D + C#)
- 2013 - 2014 **Codiotech**
Design and development coordination.
- 2013 - 2014 **Appbite**
Creation and adaptation of 3D assets for
video game. (Unity 3D + 3ds max)
- 2015 **Educational Game for Guadalajara Government**
Creation of 3D assets.
Game development. (Unity 3D - C#)
- 2012 - Current **DoctorAdvisor**
Digital Design.
Wordpress websites development.
- 2016 - Current **Top Game Studios**
General development of first person shooters for
mobile devices.
Implement External sdk for new features (ads,
Leaderboards, etc.)
UI development.
General bug fixing.
Prototyping of new game ideas.

+ EDUCATION

- 2006-2008 **B.S. Computational Technologies (Unfinished)**
Tecnológico de Monterrey Campus León
- 2008-2012 **B.A. Animation and Digital Arts**
Tecnológico de Monterrey Campus León

CONTACT



LOCATION

León, Guanajuato, México



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Email

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+ SKILLS

	good	average	skilled
C#	● ● ● ● ●	● ● ● ● ●	● ● ● ● ●
Design	● ● ● ● ●	● ● ● ● ●	● ● ● ● ●
Unity 3D	● ● ● ● ●	● ● ● ● ●	● ● ● ● ●
Web - Wordpress	● ● ● ● ●	● ● ● ● ●	● ● ● ● ●
Photoshop	● ● ● ● ●	● ● ● ● ●	● ● ● ● ●
Illustrator	● ● ● ● ●	● ● ● ● ●	● ● ● ● ●
AfterEffects	● ● ● ● ●	● ● ● ● ●	● ● ● ● ●
3ds Max	● ● ● ● ●	● ● ● ● ●	● ● ● ● ●
CSS/HTML	● ● ● ● ●	● ● ● ● ●	● ● ● ● ●
Microsoft Office	● ● ● ● ●	● ● ● ● ●	● ● ● ● ●
Windows	● ● ● ● ●	● ● ● ● ●	● ● ● ● ●
Mac OS	● ● ● ● ●	● ● ● ● ●	● ● ● ● ●

+ PERSONAL SKILLS

	good	average	skilled
Problem Solving	● ● ● ● ●	● ● ● ● ●	● ● ● ● ●
Self-Learning	● ● ● ● ●	● ● ● ● ●	● ● ● ● ●
Team Work	● ● ● ● ●	● ● ● ● ●	● ● ● ● ●
Organization	● ● ● ● ●	● ● ● ● ●	● ● ● ● ●
Communication	● ● ● ● ●	● ● ● ● ●	● ● ● ● ●

+ INTERESTS

- Video games
- Entrepreneurship
- Web and Software Development
- Design
- Movies
- Technology