ERNESTO SOLARES

UNITY DEVELOPER

INFO



NAME

Ernesto Salvador Solares Guerrero



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Github / Portfolio / LinkedIn

SKILLS

PROFICIENT

- C#
- Unity 3D
- Github

FAMILIAR

- MERN STACK
- React
- Javascript
- 3D modelling / Design

LANGUAGES

English - Fluent (TOEFL PBT - 610) Spanish - Native

PROFILE

Self-driven Unity Developer with 4+ years involved in the whole Videogame development life cycle. Aiming to contribute to building world-class videogames with highly performant and dynamic teams. Very interested in videogame development (Coding and Arts), VR/AR, Full-Stack Technologies.

EXPERIENCE

CURRENT • 2016

AERIA CANADA - REMOTE

Lead Unity Developer for "American Dream Home Design" (Google Play / IOS)

- Planned, designed, and developed all needed mechanics for the game from zero to deploy by using maintainable and reusable
- Implemented UI interfaces for the games
- Implemented social features and cloud saving
- Implemented third party frameworks/libraries
- Implemented In-app purchases.

Tech-stack: Unity 3D, C#, GitHub, Gamesparks SDK, Facebook SDK, Ironsource SDK (ads)

Unity Developer for different first-person shooters from Aeria Canada

e.g. "American Block Sniper Survival" (Google Play / IOS / Windows)

- Ported the games to a windows UWP platform
- Developed new mechanics for different games
- Implemented new UI interfaces in different games
- Implemented third party SDK's for advertising / social features / database management

Tech-stack: Unity 3D, C#, GitHub, Third party SDK's

2015

GUADALAJARA GOVERNMENT - EDUCATIONAL VIDEOGAME

2015

Unity Developer for the creation of an educational game with different mini games

Planned, designed, and developed all needed mechanics for the

Tech-stack: Unity 3D, C#, GitHub, Autodesk 3ds Max

EDUCATION

2020 ● Front-End Web Development with React Coursera - Credential ID B2WDAE8HNFK2

2020 Front-End Web UI Frameworks and Tools: Bootstrap

Coursera - Credential ID COFCCHLWEAL2

2019 ♦ Coding Boot Camp - Full Stack Development

Tecnológico de Monterrey / Online / Mexico

2007-12 ♦ B.A. Animation and Digital Arts

Tecnológico de Monterrey / Leon / Mexico

2006-08 • B.S. Computational Technologies (Unfinished)

Tecnológico de Monterrey / Leon / Mexico