



# FEDERICO JIMÉNEZ

VIDEOGAMES AND APPS DEVELOPER

## CONTACT

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## LANGUAGES

ESPAÑOL ★★★★★★  
ENGLISH ★★★★★★  
DEUTSCH ★★☆☆☆☆

## SKILLS

Unity 3D ★★★★★★  
Android Studio ★★★★★★  
VR / AR ★★★★★★  
NodeJs ★★★★★★  
Git ★★★★★★  
C# ★★★★★★  
C++ ★★★★★★  
Java ★★★★★★  
Kotlin ★★★★★★

## EXTRA SKILLS

Maya ★★★★★★  
Illustrator ★★★★★★  
Photoshop ★★★★★★



## PROFESSIONAL GOALS

To master my programming and software architecture skills, become a part of a team passionate for innovation in software development, share my knowledge and grow with the team.



## PROFESSIONAL SKILLS

Problem-solving, goal-oriented, discipline, logic, able to visualize solutions using lateral thinking, attention to detail, able to assist others, I work well under pressure, I can learn quickly new technologies, workflows, libraries, and programming languages.

I find congruence in people and companies as the best form of leadership.



## WORK EXPERIENCE

### LEAD DEVELOPER

2020 - 2021

### BROWITH

Backend services design and programming with NodeJs and Firebase Functions.

Unity backend services integration and consumption using Firebase (Authentication, Realtime Database and Storage).

### LEAD DEVELOPER

2017 - 2020

### HOT POTATO APPS

Programming for mobile games with Unity 3D. AR and VR development.

Architecture, development, and support of 4 Apps commissioned by PepsiCo.

REST services integration and consumption.

### PROGRAMMER AND DEVELOPER

2016 - 2017

### NEON SPACEBOARD

Game mechanics, controls, and data persistence system programming.

Videogame published on Steam for PC and Mac.



## EDUCATION

### SAE INSTITUTE

2013 - 2017

Bachelor in Games Programming SAE Institute, CDMX campus.



## CERTIFICATES

### SAE INSTITUTE

2013

Art Direction Master Class