About me

Mi nombre es Felipe Román Enriquez, soy ingeniero en Cibernética y Sistemas Computacionales en la Universidad La Salle A.C, en la Ciudad de México.
Posteriormente termine el Máster Universitario en Creación multimedia y Serious Games, en la Universidad Ramon Llull, la Salle Barcelona.
Finalmente realice un Master en Desarrollo de videojuegos en Cipsa.net y Técnico Programador de Videojuegos por la Universidad Fernando Pessoa.

Soy un joven con espíritu emprendedor, apasionado por las nuevas tecnologías y todo cuanto éstas puedan aportar a mejorar el mundo que me rodea o incluso a mí mismo. Me gusta buscar siempre nuevas oportunidades y retos tanto en el ámbito profesional como fuera de él.

Me gusta ayudar a la gente que me rodea a aprender de una forma más fácil y soy flexible a los cambios.Creo que una buena idea puede venir de cualquier persona o lugar, y que la integración de mecánicas de juego pueden ayudar a mejorar los procesos de integración, aprendizaje y capacitación tanto en las empresas como en el área educativa.

Services
Realidad Aumentada: Integrar personajes virtuales o mundos, con el mundo real.
Realidad Virtual: Sumergir a los usuarios dentro de una realidad alternativa.
Transmedia: Crear un mundo y contar diversas historias a través de diversos medios para llegar a más público.
Videojuegos: Ayuda a los jugadores a poner a prueba sus conocimientos, a descubrir sus propios límites, a superar el miedo a la frustración y potenciar su espíritu de superación .
Serios Games:
Gamificación: Introducción de mecánicas de juego, en procesos de aprendizaje o mejora y capacitación de personal.
Dispositivos Interactivos: Crear dispositivos físicos con los que los usuarios puedan interactuar.
Páginas web: Desarrollo de paginas web, siempre tomando en cuenta los principios de usabilidad.
UX: Diseño de Test de usuarios y propuesta para mejorar el diseño de la UX.

Portfolio:
Bon Nadal en Barcelona: Es un dispositivo interactivo que funciona mediante sensores, el contenido principal es un juego en el que se necesitan tres personas para poder terminarlo.

Mi Compas: Es un juego desarrollado con el fin de acercar la música antigua a los jóvenes, se trabajó en conjunto con Fundación CIMA y Aliavox ambas tienen como máximo exponente a Jordi Savall.

Nostrum Experience: Aplicación de Realidad Aumentada para las etiquetas de los productos más recientes en la cadena de Nostrum (comida), y mostrar el contenido nutricional de todos los productos.

Contact
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About me

My name is Felipe Román Enriquez, I studied cybernetics and computer systems engineering in University La Salle A.C, Mexico City. After that I finish the Master in Multimedia Creation and Serious Games, in University Ramon Llull, La Salle Barcelona. Finally I end the master in game development in Cipsa.net that includes a diploma of game developer by the University Fernando Pessoa.

I am a young man with entrepreneur spirit, and have passion for the new technologies and how they can be good for the world around me and/or my self. I always looking for new challenges and opportunities in my professional life just as my personal life.

I like to help people around me to learn the easiest way and I open to any change that can come. I think that an idea can come from anywhere or anyone, also I am sure that game mechanics can change and improve the way of how people learn or different areas of an enterprise like Human Resources, Production, etc.

Services
Augmented Reality: Create and integrate virtual characters or worlds, with real world using a device.
Virtual Reality: Create an immersive experience where the user get in to a virtual world.
Transmedia: Create a world and tell different stories using different media to get more people engage
Video games: Help to create a 2D or 3D game in different process from the idea conception to development publish it.
Serios Games: Create and design a video game with a different purpose than entertainment.
Gamification: Help to introduce game mechanics in learning process or improve some process in an enterprise.
Interactive Devices: Create physic devices, where an user can interact.
Web Page: Development of a web page, always based on the usability principles.
Páginas web: Desarrollo de paginas web, siempre tomando en cuenta los principios de usabilidad.
UX: Design of a User test and a proposal to improve the design of the UX.

Portfolio:
Bon Nadal en Barcelona: Is an interactive device that works by different sensors, the main content es a co-operative game where you need three people to finish.

Mi Compas: Is a serious game with the objective to get more young people into Ancient Music, it was worked with CIMA Foundation and Aliavox, both have as main exponent Jordi Savall.

Nostrum Experience: Augmented Reality App where the labels of the newest products are bring to life, and also you can see the nutritional content of all the products.

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