



Hans Fernández Murillo

- Game Dev • Programmer
- Technical Artist

tentz2210hotmail.com



(506) 8943-7826



San José, Costa Rica



Languages | Spanish — Native | English — Fluent

SKILLS

</> Coding



Advanced
Intermediate
Beginner



Software



EXPERIENCE

Professional Experience

JOURNEY

Next-Gen Customer Experiences

WalmartLand

Gameplay and core systems programming

2022 - 2023

Designed and implemented core systems related to leaderboards, dynamic user generated content, asset preloading and live interactive events. Implementation of a live virtual concert with three artists using motion capture and audio synced sequential animations. Implemented particle systems and dynamic game elements. Render performance optimizations and support for graphics related bugs.

Walmart's Universe of Play

Gameplay programming

Supported development of more than 50% of the game's mechanics.. Developed a custom physics based segway used as the game's main transport. Implemented game audio, from event programming to audio source setup. Implemented particle systems and dynamic game elements.

Digital Intelligent Assistant (DIA)

AI and auxiliary systems designer and programmer

Designed the architecture for an AI powered customer support agent made in Unity WebGL. Led a small team of programmers and artists to successfully implement the system. Used creative problem solving to overcome challenges with compatibility and target platform limitations.

Xome Auction Simulator

AI Image generation system programmer

Designed and implemented a batch image generation tool powered with AI for generating multiple house thumbnails. Implemented an auxiliary system that translated property value data to a text prompt that is usable for the image generator.

Unreleased work with Squint/Opera

Unreal Engine 5 Technical Artist

Collaborated with a Creative Director to develop multiple interactive art installations. Implemented all blueprints and C++ functions required by interactives. Implemented dynamic and interactive materials. Debugged and optimized blueprints and shaders using UE5 profiling tools. Texture generation and manipulation using Blender and Photoshop. Used several UV mapping techniques to achieve required visual effects. Implemented configurable Niagara systems with procedural generation features.

La Catedral (Liga Deportiva Alajuelense)

Game Mechanics Designer

Collaboratively designed the gameplay mechanics and objective, interactive elements, enemy types and level structure and progression. Creative problem solving to work around platform limitations and develop a unique experience. Developed all animated materials and particle systems.Creative use of level sequences and material parameters to make custom visual effects that can interact with the player.

2022 - 2023

TENTMAKERS

IMMERSIVE EXPERIENCES

La Marcha (Liga Deportiva Alajuelense)

Virtual Community Event

Developed a game based on a community cooperation event to announce the release of a soccer team uniform. Researched and defined the tech stack to be used for implementing the game. Implemented the complete system using a client-server architecture that enabled players to participate in the event and check their recorded data.

Kids World Records - Roblox

Game Design and Development

Designed and implemented all minigame mechanics and game interactives. Implemented live leaderboards and leaderboard rewards.

University Projects

2022

Solo - Roblox

Defined a full game design document. Implemented all of the game's systems (audio, graphics, game logic).

Personal Projects

2021

CAFU Labs - Aquaplabs, Innovative Technology In Food Production

Design, implementation and rendering of a 3D concept visualization for an enclosed farming system that uses shipping containers.

EDUCATION

Ingeniería

Tecnológico de Costa Rica

2016 - Current