JOSÉ JAVIER FUENTE MEZA

SUMMARY

Unity Developer specialized in immersive systems (VR/AR) and interactive experiences.

Strong background in gameplay programming, AI systems, and multiplayer mechanics.

Experienced in developing educational, therapeutic, and industrial applications, with a focus on clean architecture, usability, and performance.

GOAL

Unity Developer focused on building robust, scalable game and XR systems.

Interested in projects that combine technical depth, user experience, and real-world impact through games, education, or immersive technologies.

EXPERIENCE

Video game Programmer

Unity Developer (.NET ecosystem) - Yeltic (Jan 2023 - Present)

- Lead developer for VR/AR educational and therapeutic apps.
- iOS build pipeline and deployment management.
- Projects: Play & Learn, SEDENA VR Therapies, Virtual Plant Coronatec, Yeltic leARn.

AI Engineer (Python, LLM/RAG) - Yeltic (Jan 2023 - Present)

- Built RAG-based assistants and internal LLM tooling in Python.
- Implemented automated evaluation pipelines (dataset execution, iteration testing, metrics/scoring, reporting) to track quality and regressions.
- Tuned prompting/inference (temperature, top_p) and retrieval params (top_k, thresholds) to improve accuracy and cost.

Unity Developer - Gemugami (6 months)

- Core gameplay features and internal tools for indie games.

Freelance Game Developer (2020 - 2022)

- Developed games using Unity; focus on systems, prototyping, and UX.

PROJECTS

- Miktlan Hacking (MOBA): Enemy AI system development
- Trails of Tucana: Gameplay logic and flow
- Yeltic leARn: AR interaction and multiplayer
- SEDENA Exposure Therapies: VR therapy experience design
- Virtual Plant Coronatec: VR industrial training
- Play & Learn: Vocabulary-based minigame suite
- Thesis: RTS AI agent generation in Unity (Tool)
- TIST WhatsApp Chatbot: RAG assistant for company/KTP FAQs and knowledge retrieval.
- AI Conversation Training Web App: Roleplay coaching with AI agents (feedback, reviews, workplace interaction)

EDUCATION

- SAE Institute Mexico (2019 – 2022)

Bachelor's degree in game programming

Contact

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www.linkedin.com/in/josejavierfuentemeza
Game Site: https://javman18.itch.io/
Portfolio: https://javman18.github.io/
GitHub: https://github.com/javman18
Blog: https://www.javierfuente.com

SOFT SKILLS

Self-motivated, Problem solving, Attention to detail, Responsible, Team-oriented, Time management, Perseverance.

TECHNICAL SKILLS

Unity (90%), Git (80%), Microsoft Office (100%), C# (80%), .NET (80%), C++ (75%), Python (80%), HTML (75%), JavaScript (70%), Swift (40%)

LANGUAGES

Spanish: Native
English: Understanding (100%), Speaking (80%)

CERTIFICATIONS

Front-End Web UI (Bootstrap 4) - HKUST, Oct-Dec 2020
Large Multimodal Model Prompting with Gemini - 2025
LLMOps - 2025