



# Jesús González

## Unity Programmer - Game Developer

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## Work Experience

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### Ingenious Softworks

Software Engineer

[www.ingenious.agency](http://www.ingenious.agency)

Montevideo, Uruguay (fully remote)

2018-current

- Primarily a Unity developer, but I also do backend and mobile programming.
- Lead programmer on [MedVenture](#), a 2D survival game (mechanics are similar to This War of Mine, or the Rebuild series). I implemented the entire game in Unity: gameplay, UI, custom editors, integration with our narrative scripting tool.
- Lead programmer on Bank of Souls, an unreleased interactive app/game that lets users store and share "memories" within a procedurally generated 3D universe. I implemented the entire gameplay, UI and networking (C#, Unity), and most of the server backend (Python).
- Developed the tutorial of "Oh Crap App" (Unity embedded into a regular mobile app), a mobile app to assist drivers in learning their legal rights.



### Posibillian Tech

Unity Programmer

[www.fhacktions.com](http://www.fhacktions.com)

Asunción, Paraguay

2017-2018

- Worked on [Fhacktions](#), a geo-localized multiplayer MOBA style game.
- My tasks mainly included GUI and gameplay (frontend) programming, all with Unity and interacting with the Java based game servers.

interacting with the data-based game servers.

- I led the programming of a big UI/UX rework of the game, and created many custom editor tools as a result.



- In 2014, the company started an advergaming division, and there I developed games for several local brands, mostly using Unity.
- I was initially a web and mobile developer, and also did backend work (Python).



## Other Games (and Game Jams and Experiments)

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I'm a big fan of game jams and gamedev events, and am constantly developing my own games and experiments and improving my programming and game design skills. These are some of those games.

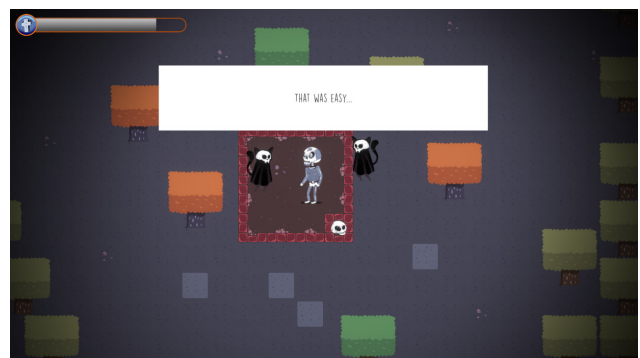
### Graveyard Bones

2019

Ludum Dare 45

[www.rootstudio.itch.io/graveyard-bones](http://www.rootstudio.itch.io/graveyard-bones)

A top down open exploration game where the player controls a skeleton trying to recover their body parts. Made with Unity.



### Graveyard Ghost

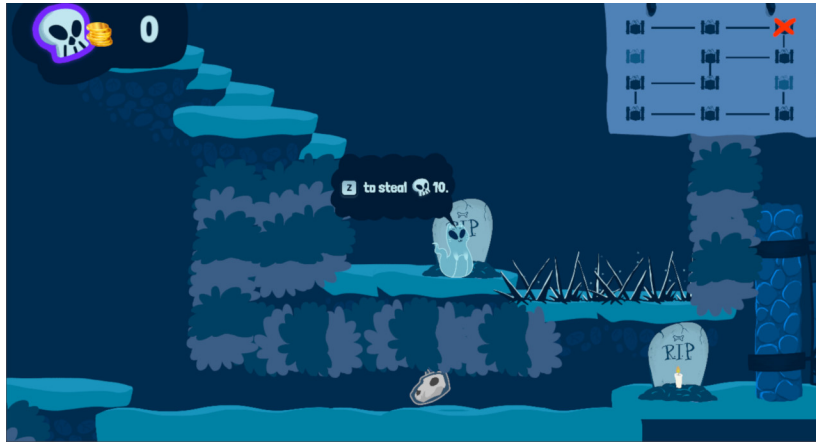
2019

Ludum Dare 44

[www.rootstudio.itch.io/graveyard-ghost](http://www.rootstudio.itch.io/graveyard-ghost)

A sidescroller where the player controls a ghost that have to steal "life" from tombs in order to defeat enemies and explore the open map. Made with Unity.





## Code Metal: The Last Demolition

2018

Global Game Jam 2018

[www.globalgamejam.org/2018/games/code-metal-last-demolition](http://www.globalgamejam.org/2018/games/code-metal-last-demolition)

A short combat flight arcade game inspired by the Ace Combat series. Made with Unity.



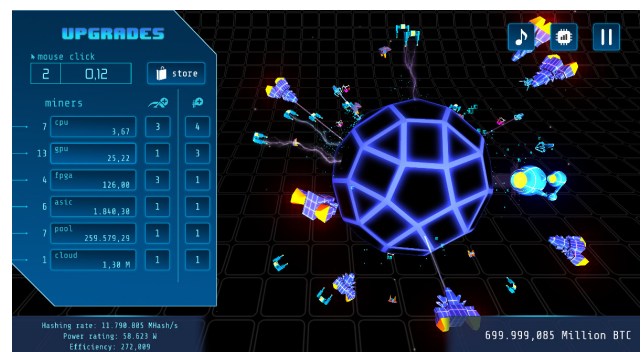
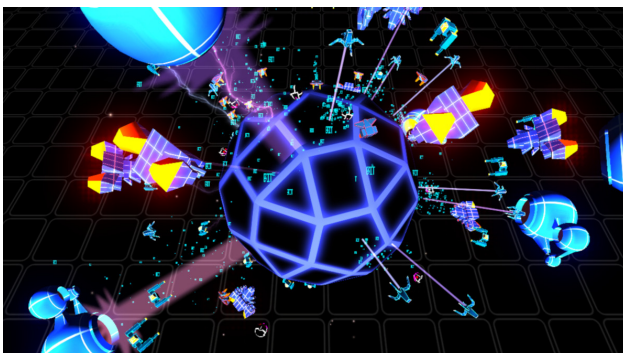
## Bitcoin Miner

2015

Self-published

[www.rootstudio.itch.io/bitcoin-miner-remastered](http://www.rootstudio.itch.io/bitcoin-miner-remastered)

I developed and shipped Bitcoin Miner, an idle/incremental style game. I programmed the whole game in Unity.



## Skills

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### Game Development

- **Unity:** C# programming, UI, gameplay, animation, custom editors, asset integration.
- **Game Maker:** GML programming.

### Programming Languages

- I'm very good at: C#, GML, Python, Javascript, Java, Ruby, Dart, Bash.
- I'm learning: Rust, Shaderlab (HLSL).
- In general, I can learn any language and be effective with it very quickly.

### Methodologies and other tools

- Starting 2018, I became a fully remote worker, and I noticed my productivity, effectiveness and learning ability to have at least doubled since.
- I always work and collaborate in teams using to Agile development practices (SCRUM). Even for my solo projects, I tend to organize myself to follow a SCRUM like workflow.

### Languages

- English. Fluent.
- Spanish. Native.
- Portuguese. Fluent.

## Education

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### B.S. in Mechatronics Engineering (didn't graduate)

Universidad Nacional de Asunción

*Asunción, Paraguay*

*2008-2012*

## Contact Information

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