Jesús González

Unity Programmer - Game Developer

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Work Experience

Ingenious Softworks   *Montevideo, Uruguay (fully remote)*
Software Engineer   *2018-current*
www.ingenious.agency

- 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).

Posibillian Tech   *Asunción, Paraguay*
Unity Programmer   *2017-2018*
www.fhacktions.com

- 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.

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

Dissoi S.R.L.

Unity Programmer

Asunción, Paraguay

2013-2017

- 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).
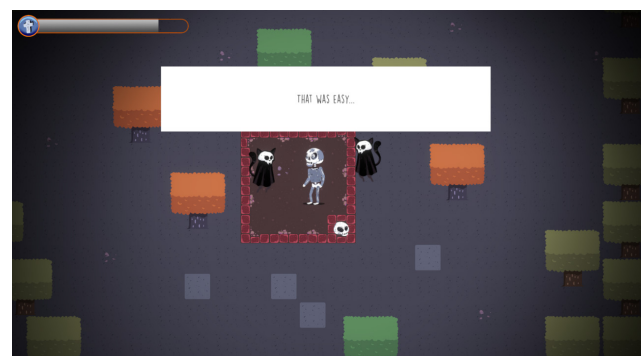

Other Games (and Game Jams and Experiments)

Graveyard Bones

2019

Ludum Dare 45

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.
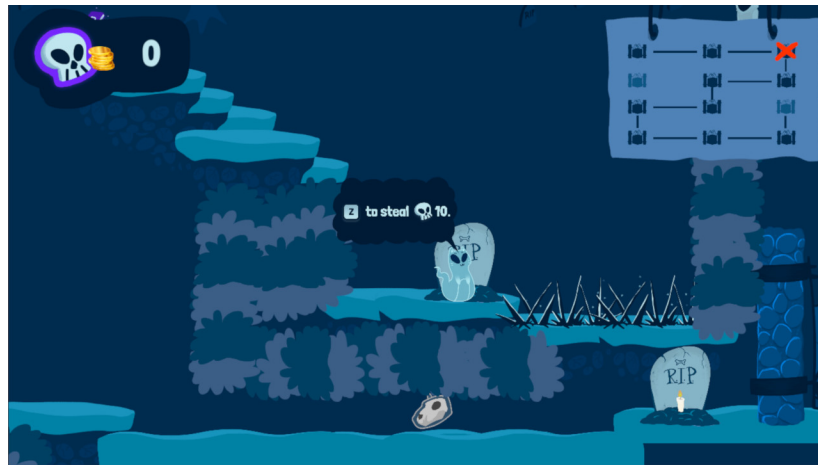
Graveyard Ghost

2019

Ludum Dare 44

www.rootstudio.itch.io/graveyard-ghost

A sidecroller 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

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

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

Skills

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

B.S. in Mechatronics Engineering (didn't graduate)   *Asunción, Paraguay*
Universidad Nacional de Asunción   *2008-2012*

Contact Information

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