

JOSUE GONZALEZ

Gameplay designer and programmer with 8+ years' experience.
Shipped and ported 3+ games for PC, XBOX, PS and Switch.

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Game Design

- **Design team for Selene** helping out to create gameloops and implementing them.
- **Designed and programmed over 15 tailor-made experiences** for VR between for clients of different industries.

Technical Proficiency

- **Shipped and ported** 3+ games for PC, XBOX, PS and Switch.
- Experience working with **SDK tools from next-gen consoles** like PS5, Xbox, and Switch
- Optimized performance and visuals for VR experiences on Oculus Quest
- **Identified bugs and porting solutions** for Switch, PS5, and Xbox Series S for *InSoundMind*
- **Implemented more than 15 VR experiences** using Unity and Unreal 4 for different platforms like Oculus Rift, Quest, Go, HTC Vive, VivePro

Communication and Collaboration

- **Team lead for programming department**, collaborate with internal and external stakeholders to identify and mitigate production challenges
- Worked with team and clients to implement feedback.

Select Projects

Selene | 2024 - WIP | UE5 | PC

- Developer of Selene, an RTS video game on the moon in UE5.
- In charge of the calibration systems.
- Implementation of the hostility systems.
- Implementation of the AI.

Maximum football | 2023 - 2025 | UE5 | PS5, XBS, Switch

- Help leading a team to create 2 football management game modes (*Dynasty* and *Franchise*) and the online multiplayer game mode *Maximum Pro League*
- Dynasty worked on creating college football management game modes, it included
 - Team creation, player generation, scouting, statistics.
 - Match simulation and in-gameplay multiplayer
 - News system and awards
 - Coach training
 - Stadium budget management
 - Cross play between consoles and gameplay.
 - Saving system
- Franchise, creation of a professional football management game mode
 - Created teams and imported players from the Dynasty game mode.
 - Creation of leagues and standings, playoffs and championships system

Work Experience

Game Coder Studios | Lead Programmer

Jul 2021 - Current
Gameplay development
Porting to next-gen platforms

Jitzu | Designer, Programmer

XR experiences for amusement parks, museums, and educational games.
May 2018 - Jun 2021

Humann | VR Developer, Founder

Jan 2016 - May 2018

Veer | Co-Founder, Developer

Jan 2015 - Jan 2016

U.V.M. | Professor, Unity & UE4

Jan 2015 - Dec 2015

Hyperlogics | 2D and 3D Animator

Jan 2013 - Dec 2014

Skills

Engines

Unreal Engine 4 | Unity

Programming Languages

C++ | C# | Python | JSON | JavaScript | Blueprints | HTML, CSS | Dart (Flutter)

SOFTWARE TESTING

Xbox GDK

PS5 Target Manager

Nintendo SDK

Education

Engineer in Interactive Technologies
Universidad del Valle de México

Unreal Engine C++ Pro Course Tom Looman

User Experience (UX) Design For Engagement Course Susan Weinschenk, Ph.D.

Cambridge University F.C.E

Autodesk Maya Certificate

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- Draft system simulation
 - Trade system between system simulation
 - Match simulation and in gameplay data retrieval
 - Coach management
 - Player management and attributes improvements
 - Saving system
 - Maximum Pro league, online competitive multiplayer game mode
 - Created ranked and casual divisions
 - Leaderboards and statistics
 - Challenges system for prizes and in game currency
 - Game card system, players are cards and users can build a team with them
 - Store purchases
 - matchmaking system
 - G.A.S. implementation on gameplay features
 - Cross saving profiles on PS4 & 5, XBX and PC
 - Matchmaking and multiplayer
 - Helping implementing gameplay matches
 - Replication of data between server and client
 - Worked with Unreal's G.A.S to implement gameplay
 - Multiplayer Penalization System
 - Implementation of abandoned games
 - Penalizing players by rank and statistics

Them Fighting Herds | 2023 | Z-Engine(custom)|PC, XBX, NX

- Helping with fixes and port stabilization
 - Helping with controller issues con story game mode
 - Checking issues with localization
- Fixes for the online fighting game mode
 - Issues with VFX on consoles
 - Input gameplay on multilayer

Programmer | In Sound Mind | Team of 4 | 2021 - 2022 | Unity | PS5, XBS, NX

Port game for next-gen consoles, solving shader bugs, gameplay problems and visual trade-offs. Solving saving system problems for Switch and making it run at 30fps inside of Switch hardware

Game Designer & Programmer | Little Lights | Team of 3 | 2021- | UE5 | PC

Designer of project. Programming game framework and implementing gameplay. Made procedural maze level. AI, UI, Character concept art. Saving systems and a lightweight GAS implementation

Gameplay programmer & Designer | EL CHAVO | Team of 5 | 2019 (12 weeks) | UNITY(VR) | Oculus Quest

Designed and implemented game loop for famous Mexican IP. Applied API communication with third party developers for credit systems inside the park. Created shader so art resembled animated series. Implemented NFC communication.