



Juan A. Fonseca

Game developer

I am a software developer, specialized in interactive software and game development. I have been a tech enthusiast for many years and I always strive to create software with great quality, with a focus on user experience. My main interests right now are Virtual/Augmented/Mixed Reality, serious games and AI for games. I also enjoy teaching different topics, mainly about Computer Science. Most of my experience is developing in C# using the Unity engine, but I am capable in many different languages and tools.

Contact

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Email

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Portfolio

<https://juanfm28.github.io>

Location

Ciudad de México, México

Education

2016 - 2019

M.Sc. Game and Media

Technology

Universiteit Utrecht

2010-2014

B.S. Computer Engineering

Universidad Nacional Autónoma de México

Expertise

- Unity
- C#
- XR
- Python
- Git
- Teaching and public speaking

Language

- Spanish
- English
- German

Experience

November 2022 -

Interco I US (Remote)

Unity Developer

Improve a VR game for Meta Quest 2 and SteamVR with the goal of bringing it to launch. I am in charge of implementing the online multiplayer mode. Main tasks are managing game rules and mechanics, implementing combat systems, generating networking code and create the AI of all enemies and NPCs. Also worked on mobile development and AR mini-games, using communication with back-end and ChatGPT.

May 2022 - August 2022

Wonder XR I Mexico (Remote)

Unity Developer

Extend and improve gamified fitness VR app launched for Meta Quest 2. I was in charge of implementing new features and improve the existing codebase. Features such as localization, UI/UX improvements, Adversary AI, performance optimization, etc. I had the chance to give a talk about my work "Tecnologías del metaverso" for Talent Land 2022

January 2021 - April 2022

Yeltic I Ciudad de Mexico, Mexico

Unity Developer

Develop interactive AR experiences for different industries, in the context of education and work training. I was responsible of implementing core functionalities, UI, interactive activities using AR, minigames, base systems to support them and non-gaming features. The products were deployed to mobile, PC and Microsoft Hololens 2

September 2019 - December 2019

Gainplay Studios B.V I Utrecht, The Netherlands

Game Programmer

Jumpstart the development of a serious game for diet management. I contributed to the architecture redesign of a previous prototype of the game, and implemented several critical blocks in Unity, mainly gameplay and UX. I also performed code reviews for other members of the team.

January 2016 - July 2016

Faculty of Engineering, UNAM I Ciudad de Mexico, Mexico

Associate Professor

I was in charge of one group of the course Data Structures and Algorithms I, for first year students of Computer Engineering and Electrical Engineering. The course consisted in both theoretical and practical lectures I created all didactic material for the duration of the course, following the syllabus of the course.