JUAN ANTONIO FONSECA MENDEZ

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EDUCATION

Master of Science. Game and Media Technology April 2019
Universiteit Utrecht - The Netherlands
Thesis: The role of competition and perspective in game-based learning for traffic rules education
Supervisor: Sergey Sosnovsky, Ph.D.
Cumulative average grade: 7.52 / 10
Relevant Coursework: Path planning, Computer Vision, Game Agents, Pattern Recognition

Bachelor of Science. Computer Science Engineering June 2015
Universidad Nacional Autonoma de Mexico - Mexico
Specialization on Computer Graphics and Intelligent Systems
Cumulative average grade: 8.92 / 10
Relevant Coursework: Artificial Intelligence, Computer graphics, Computer Learning

EXPERIENCE

Unity/Unreal Developer Nov 2022 - Oct 2023
Interco *USA (Remote)*

- Develop multiplayer capabilities for VR game in alpha phase.
- I am in charge of developing networking code, gameplay mechanics, environment behaviour, AI for NPCs and feedback for the user. The game is developed for Steam VR and Meta Quest 2.
- I was a developer in projects involving the integration of ChatGPT API calls and Microsoft Cognitive Services for speech-to-text and text-to-speech into mobile apps using Unity

Unity Developer May 2022 - Aug 2022
Wonder XR *USA (Remote)*

- Extend and improve a gamified fitness VR app launched for Meta Quest 2.
- I was in charge of implementing new features and improve the existing code base. Features such as localisation, UI/UX improvements, Adversary AI, performance optimisation, etc.

Unity Developer Jan 2021 - Apr 2022
Yeltic Inc. *Mexico City, Mexico*

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

Game Programmer Sep 2019 - Dec 2019
GainPlay Studio B.V *Utrecht, The Netherlands*

- 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.

Lecturer Sep 2019 - Dec 2019
Faculty of Engineering - Universidad Nacional Autonoma de Mexico *Mexico City*

- I was in charge of a course in Data Structures and Algorithms I, given to Computer and Electrical Engineering students in their first year.

Lead Intern   July 2014 - Dec 2015

Faculty of Engineering - Universidad Nacional Autonoma de Mexico   *Mexico City*

- Leading the design and creation of a Study Group, focused on giving aspirants the tools to give admission exams for graduate programs at Mexican universities, in collaboration with different professors from the Faculty.
- Teach courses and workshops in various technologies. E.g., Unity, Android development, Artificial Intelligence, Python language, C# language, etc.

CONFERENCES

Technologies for the Metaverse *2022* Speaker in Jalisco Talent Land 2022 (presentation in spanish)

PROJECTS

DeAR: Medical VR Experience *2017* Managed and developed as the only programmer a prototype of a VR application to reduce pain in medical treatments, together with undergraduate Game Art students from the Hogeschool van de Kunst Utrecht. The project was approved to be satisfactory by the company that framed it.

SKILLS

Main technical Skills	C#, Unity Engine, Python
Minor technical skills	C++, R, Unreal Engine, Android, LaTex
Soft Skills	Teaching experience, Public speaking
Languages	Spanish(native), English (TOEFL 106/120), German (A2)

EXTRA-CURRICULAR ACTIVITIES

- Help international students with their integration to studying and living in Utrecht

- Provide technical support and tutoring to students with programming and math courses