

# Julian Escobar

A ex-professional gamer and game programmer at George Brown College seeking a career in game dev.

## Contact

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## Interests

Interested in Game Physics, Software Architecture, Artificial Intelligence, Machine learning and Game design. I love to compete, sports in general, play video games and increase my productivity.

## Accomplishments

- LVP Golden League  
League of Legends First Place

Lead as a captain of a team of 5 in the most competitive league in Colombia. We obtained 2 consecutive first places and qualified to the international regional qualifier in Chile where we finished in third place.

- Logitech Challenge  
League of Legends First Place

Coached and participated in the international tournament logitech challenge, where we finished first place and earned a trip to Brazil. We competed against one of the best teams in the continent at Brazil Game Show.

## Volunteer

- Fundacion Juguemos en el bosque  
Medellin Colombia

Supported instructors to guide and attend orphans during facilitated activities.

Assisted in laundry for orphans and physical activities for the duration of 6 months

## Education

George Brown College (2020-2022)

AD in Game Programming

Relevant Coursework

Data Structures, Game Engines Development, Game Physics, Game Console Development, Mobile Game Development, Artificial Intelligence, Game design patterns.

University EIA (2012-2018)

BS in Mechatronic engineer

Relevant Coursework

Differential and integral Calculus, 5 different physics (Mechanic, Static, Field, Dynamic and Waves), Thermodynamics, Probability and Statistics, IOT, Intelligent Systems, Industrial Robotics, Machine Learning.

## Work

Mad Lions (2018-2020)

Professional Gamer(LVP)

Organized 5 different types of practices during the week, allowing the players to encode different topics every session. Obtained the first international trophy for Colombia in league of legends.

Dash9 Gaming (2016-2018)

Professional Gamer(LLN)

Analyzed program data to provide input for key decision making and strategic planning. Lived in Mexico with my teammates for 2 years, mixing living and working at the same location with success.

S4ds (2015-2016)

Web Developer

Developed robust HTML, JavaScript, CSS, jQuery, Java and SQL code for direct selling applications, working as a full-stack web developer. Reworked applications to meet changing market trends and individual customer demands.

## Skills

### Game Programmer

Unity Unreal C# C++ SDL DirectX OpenGL AI  
Data Structures Ogre Design Patterns Blender

### Web developer

HTML CSS Javascript ReactJS Redux Java SQL  
NextJS ThreeJS

## Projects

MNEMONIC

Fall 2021 - Present

First-Person Roguelike game where the player must enter minds. Created the code architecture for the game, using a hierarchical state machine for the movement of the player (Parkour movement). Made also the gate, pick-ups and chests.

Onkan

Fall 2021 - Present

3D puzzle game inspired by the Aztecs where the player has to lead sacrifices to Altars. Created the save and load, pushable pillars, Altars, Falling tiles, and Air elevator.