



# Luis Bazan

DEVELOPER SUPPORT ENGINEER

Unity Technologies

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*I'm a game developer with more than 3 years of experience using Unity. I am really passionate about making game that have a social impact. I believe games can change the world.*

## Employment

### Developer Support Engineer

Pereira, COL

UNITY TECHNOLOGIES

March 2021 -> Present

- Investigate, research, debug, and tackle integration problems, interacting with customers and internal development engineers.
- Provide technical support and solutions for game devs. working with Unity on the Nintendo Switch, PS4, PS5, Xbox One and Xbox Series X.
- Maintain excellent communication between the technical support team and other departments within Unity.

### Twitch Streamer

Twitch.tv

TWITCH.TV/LUISQUID\_

May 2020 -> Present

- I stream about a variety of subjects such as game development, art creation, mental health awareness.
- It started being a hobby but I have since then started taking it more seriously since it has helped me improve my game development skills

### Unity Developer

Remote

FREELANCE

2016 -> Present

- TGA Entertainment (August 2019 - March 2020) - Improving, modifying and adding features to existing Unity developed games.
- ABB (September 2019 - March 2020) - Develop VR apps for employee training at an electric plant made with Unity.
- MiRA (September 2018 - December 2018) - Develop a mixed reality app in Unity for Monica Gomez's PhD thesis.

### Community Manager

Remote

MECHA STUDIOS

September 2020 -> March 2021

- Managed the studio's social media and community.
- Creation of graphic assets for social media and marketing.
- Engaging with community events related to the studio and the game development industry in Mexico.

### Unity Developer

Remote

GOETIA 2

March 2020 -> September 2020

- Gameplay and UI programmer.
- I was in charge of implementing game mechanics and UI functionality.

### Unity Developer

Remote

IDEAS EXTREMAS

March 2020 -> May 2020

- Develop Virtual reality games for Mixed Reality Arenas made with Unity.

### Game Developer

Guadalajara, MX

ORANGE PLANET

September 2019 -> March 2020

- Developing software and games with the help of students.
- The purpose of my position was to create and guide projects so that students could improve their abilities in game development.

### Career Counselor

Guadalajara, MX.

UNIAT

February 2019 -> February 2020

- Overview and update current course plans
- Mediate and help find solutions between student/teacher conflicts.
- Organize events in benefit of the students such as game jams and videogame tournaments.

### University Professor

Guadalajara, MX.

UNIAT

August 2018 -> February 2020

- Thesis Workshop (2019)
- Videogame Development Workshop I and II (2019)
- Videogame Industry (2018)
- Programming in Unity (2018,2019)

### Unity Developer

Guadalajara, MX

SIGN AMY

April 2019 -> August 2019

- I was in charge of developing and updating features for the SignAmy app.
- The purpose of this app is to help people learn sign language.
- The app was developed in Unity.

## Unity VR Developer

GOLSTATS

Guadalajara, MX.

October 2016 -> May 2019

- I was in charge of managing a team of 4 people that worked closely together with other areas.
- Development of soccer VR simulations with analytical purposes.
- Development of AR apps that were used during the 2018 World Cup by Univision.
- Azure API integration to the Unity Engine.

## Projects

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### Project Encore

Twitch Integration App

TWITCH

2021

- A twitch integrated app made with Unity that lets your viewers have more interaction with the stream.
- This app gives each viewer an avatar with access to a limited amount of animations and commands so they can roam through the virtual world.
- Currently in development with plans of adding games that could be played with the streamer, a reality show style of podcast scenario with predetermined avatars for hosts and guests, treasure hunts and alternate reality games for viewers.

### Health Potion in Mental Health

Mental Health Awareness

TWITCH

2020

- Weekly podcast in which we invite a professional involved in a creative industry to talk about their experience with their mental health at their job.
- The purpose of this podcast is to try and break the stigma of speaking about mental health in creative industries.

### Good Ugly Bunnies

Mental Health Awareness

LUISQUID

2019

- Art project in which there's a daily post with the purpose of encouraging and raising awareness about taking care of our mental health.
- The posts are usually a hand drawn bunny accompanied by an encouraging phrase.
- This project can be found on Twitter, Instagram and Facebook.

## Skills

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### Programming Languages

C#, C++, JAVASCRIPT

### Game Engines

UNITY ENGINE, UNREAL ENGINE

### Version Control

GIT

### Text Editors

VISUAL STUDIO, VISUAL STUDIO CODE

### Languages

SPANISH (NATIVE), ENGLISH (C1 ADVANCED), FRENCH (DELTA A2)

## Education

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### Bachelors Videogame Programming

Guadalajara, Jal, MX

UNIVERSITY OF ADVANCED TECHNOLOGIES

2014 -> 2018

- I worked on several school projects that involved the use of different technologies such as Unity and Unreal, graphic libraries like OpenGL, programming languages such as C++, Java, C#, and new technologies like AR and VR with Vuforia and Oculus VR.

## Honors

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### Create Challenge Unity 2019

Guadalajara, MX

AWARD TO BEST DEVELOPER AND PROGRAMMER IN THE EVENT

2019

### WFS 2017 BEst Industry Supplier

Madrid, SPA

AWARD TO OUR VIRTUAL REALITY SYSTEM FOR FOOTBALL ANALYSIS

2017