



Luis Bazan

SOFTWARE ENGINEER, CONSOLES SUPPORT

Unity Technologies

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I'm a game developer with more than 4 years of experience using Unity. I am really passionate about making games that have a social impact. I believe games can change the world.

Employment

Software Engineer, Consoles Support

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/LUISQUIDTV

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

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 Lead 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

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

Programming Languages

C#, C++, JAVASCRIPT

Game Engines

UNITY ENGINE, UNREAL ENGINE

Version Control

GIT, PLASTIC SCM

Languages

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

Education

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.

Awards

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