# Luis **Bazan**

SOFTWARE ENGINEER, CONSOLES SUPPORT

*Unity Technologies*

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*I'm a game developer with 5 years of experience in the industry in different roles. I am really passionate about making games that have a social impact. I believe games can change the world.*

## Skills

**Programming Languages**

C#, C++, JAVASCRIPT

**Game Engines**

UNITY ENGINE, UNREAL ENGINE

**Version Control**

GIT, PLASTIC SCM

**Languages**

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

## 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.
- Mantain excellent communication between the technical suppor team and other departments within Unity.

**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*

FREELANCE                                                       *April 2019 –> September 2020*

- Gameplay and UI programmer for Goetia 2. (Mar - Sept 2020)
- Develop Virtual reality games for Mixed Reality Arenas made with Unity for Ideas Extremas. (Mar - May 2020)
- I was in charge of developing and updating features for the SignAmy app. (Apr - Aug 2019)

**Career Counselor and Professor**                                           *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.
- Taugth the following courses: Videogame Development Workshop I and II (2019), Programming in Unity (2018,2019)

**Lead Unity Developer**                                                     *Guadalajara, MX.*

GOLSTATS                                                         *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.

## 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.

# 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.

# 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*