



# Luis Bazan

SOFTWARE ENGINEER, CONSOLES SUPPORT

Unity Technologies

✉ luisquid.dev@gmail.com | 🏠 luisquid.me | 📷 luisquid | 🌐 luisbernardobazan

*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.*

## Skills

### Programming Languages

C#, C++, JAVASCRIPT

### Game Engines

UNITY (ADVANCED), UNREAL (INTERMEDIATE), GODOT (BEGINNER)

### Version Control

GIT (ADVANCED), PLASTIC SCM (BEGINNER)

### Languages

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

## Employment History

### Lead, Software Engineer, Engine Support

UNITY TECHNOLOGIES

*Pereira, COL*

*January 2023 -> Present*

- Lead Engineer in the Starter Success Technical Support Team
- Tier of support focused on smaller studios and indie developers.
- Gave support to more than 30 Starter Success developers using Unity in different areas. (Games, Simulation, Automobile, etc)

### Software Engineer, Consoles Support

UNITY TECHNOLOGIES

*Pereira, COL*

*March 2021 -> March 2023*

- Investigate, debug, and tackle integration problems, interacting with customers and with the development team.
- Provide technical support and solutions for game devs. working with Unity on Consoles Platforms
- Maintain excellent communication between the technical support team and other departments within Unity.
- Gave support to games such as Convergence, Ruined King, Subnautica Below Zero, Advance Wars 1+2, Goodbye Volcano High, Wasteland 3, Fallguys, among others.

### Unity Developer

FREELANCE

*Remote*

*April 2019 -> September 2020*

- Gameplay and UI programmer for Goetia 2. (Mar - Sept 2020)
- I was in charge of developing and updating features for the SignAmy app. (Apr - Aug 2019)

### Lead Unity Developer

GOLSTATS

*Guadalajara, MX.*

*October 2017 -> May 2019*

- I was in charge of managing a team of 4 people that worked closely together with other development areas.
- My role also involved planning the workload and weekly iteration for the software features we developed.

### Unity Developer

GOLSTATS

*Guadalajara, MX.*

*October 2016 -> May 2019*

- 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

UNIVERSITY OF ADVANCED TECHNOLOGIES

*Guadalajara, Jal, MX*

*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.