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*

- My job is give support to premium console clients

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 Untiy 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 abilites in game development.

Career Counselour
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 chard 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.

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.

Skills

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 (DELF A2)

Honors

Create Challenge Unity 2019

Award to best developer and programmer in the event

Guadalajara, MX

2019

WFS 2017 BEst Industry Supplier

Award to our Virtual Reality system for football analysis

Madrid, SPA

2017

Projects

Project Encore

Twitch

Twitch Integration App

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

Twitch

Mental Health Awareness

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

luisquid

Mental Health Awareness

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 in Twitter, Instagram and Facebook.