Mauricio Meléndez

Software Developer

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Goals

To grow as an IT specialist with an interest in software development, computer networking, information security, cybersecurity, and game development.

Knowledge

Programming, database design and administration, mathematical analysis and statistical modeling.

Education.

Bachelor Degree on Applied Math and Computing, *Facultad de Estudios Superiores Acatlán,* UNAM.

Experience

Polyhedron Universe
August 2020 - April 2021

Programmer.

Freelance multimedia project developed on the web that seeks creative freedom. I was part of the 3D graphics environment development team, which was build using the library **Three.js** and the Web framework **React.js**.

DVRV
Visualization and Virtual Reality Department.
October 2020 - April 2021

Programmer.

During my stay in DVRV, I took part on different tasks related to *Augmented Reality* and *Virtual Reality*. Such tasks involved testing different AR solutions and the development of a mini tutorial for the VR Headset **Oculus Quest** using Unity Engine.

Othala
January - December 2019

Programmer.

A personal project that, along with friends and classmates, was aimed to the development of video games using the engine **Unity**. During this time, we managed to finish two projects:
  Caro: A game developed for a contest at our university in which we won first place. It's a PC game with four minigames and a touching story.
  Save the Aliens: Developed on a seminar on the Center of Digital Culture (CCD) in Mexico City. Aimed for mobile devices, consists of a skill game in which you have to save Aliens while also trying to beat your high score.
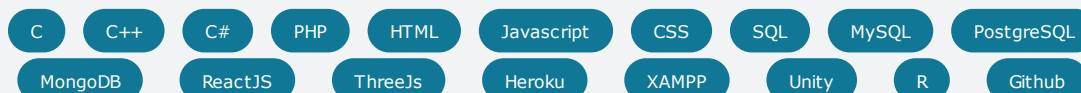
Sistema Hera
August - December 2018

Back-end / Data base

Development of a web solution for the administration of the grading system at a high school. I designed and built the database while also working on the back-end using PHP. This was a project developed for the class of Software Engineering; 5 teams delivered their solutions, and of all the projects, my team was chosen as the best solution.

Languages & software

C · C++ · C# · PHP · HTML · Javascript · CSS · SQL · MySQL · PostgreSQL · MongoDB · ReactJS · ThreeJs · Heroku · XAMPP · Unity · R · Github

Otros

Game Summit
November 2019

I was a volunteer for the first major event related to game development in Spanish-speaking countries. The event was organized by Mexican and Spanish studios together with Unity and Unreal.

El Podcast de Moi y Mau

Hobby in which along with a friend we talk about music focusing on Hip-Hop. We have at least 20 episodes of about 1 hour.