

EXPERIENCIA RELEVANTE

Gameplay Programmer y Generalista VReality

Feb 2020 - Feb 2023 (3 años, 1 mes)

Desarrollo de experiencias virtuales y videojuegos para ferias, edutainment y advergaming.

Stack: Unity (C#), PlayCanvas (Javascript), SparkAR (Javascript), Microsoft Kinect, Oculus Quest, Arduino (C), Blender, Inkscape, Krita, Git, Audacity

Unity Developer Kick Back

Dic 2022 - Presente (3 meses)

Implementación y documentación de nuevas características para el motor de reuniones virtuales en la nube.

Stack: Unity (C#), Blender, Git, Ubuntu, Bash

Instructor de Unity Platzi

Jun 2022 - Sep 2022 (4 meses)

Grabación y planificación de 2 cursos introductorios de Unity para level designers y gameplay programmers.

Stack: Unity (C#), Blender, Git, Inkscape, Krita

Cofundador y Freelancer Ancestral Gods

Feb 2019 - Feb 2021, Oct 2016 - Oct 2017 (3 años)

Creación y publicación de 2 juegos educativos y colaboración en la creación de experiencias virtuales e IPs del estudio.

Stack: Unity (C#), Unity Editor Tools, Blender, Git, Inkscape, Krita, Oculus Rift, Oculus Quest, Phaser (Javascript)

Profesor de Game Development Universidad del Valle (Cochabamba, Bolivia)

Jun 2019 - Dec 2019 (7 meses)

Planificación y creación de recursos, exámenes y prácticas para los alumnos de 3er semestre de Ingeniería en Sistemas.

Stack: Unity (C#), Blender, Git, Inkscape, Krita.

🗨 Español, Inglés

JUEGOS PUBLICADOS

Aventuras con la Patrulla Canina

2022 (1 año de desarrollo)

VReality for Arcor & Nickelodeon

Jukumari

2020 (2 meses de desarrollo)

VReality & Untamed Fox

La Tierra del Ekeko

2023 (1 mes de desarrollo)

VReality

qege

2017 (1 mes de desarrollo)

Personal

Escoptofobia

2018 (2 meses de desarrollo)

Personal

Suri al Futuro

2017 (4 meses de desarrollo)

Ancestral Gods

A Global Warming Game as a Global Game Jam Warming

2014 (3 meses de desarrollo)

Personal

Batallas Intertemporales Marítimas

2022 (1 mes de desarrollo)

Personal

Orígenes

2023 (5 días de desarrollo)

Personal

Hotel Paraíso

2020 (3 días de desarrollo)

Personal

I am not a Barman

2020 (7 días de desarrollo)

Personal

2021 (3 días de desarrollo)

Personal

Versión de texto para ATS:

RUTH GARCÍA LÓPEZ - Gameplay programmer y generalista
La Paz - Bolivia +591 77752127 pr00thmatic@gmail.com

EXPERIENCIA RELEVANTE

VRReality

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Stack: Unity (C#), Unity Editor Tools, Blender, Git, Inkscape, Krita, Oculus Rift, Oculus

Quest, Phaser (Javascript)

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Stack: Unity (C#), Blender, Git, Inkscape, Krita.

IDIOMAS

Español, Inglés

JUEGOS PUBLICADOS

Aventuras con la Patrulla Canina, 2022 (1 año de desarrollo), VRReality for Arcor & Nickelodeon

Jukumari, 2020 (2 meses de desarrollo), VRReality & Untamed Fox

La Tierra del Ekeko, 2023 (1 mes de desarrollo), VRReality

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Escoptofobia, 2018 (2 meses de desarrollo), Personal

Suri al Futuro, 2017 (4 meses de desarrollo), Ancestral Gods

A Global Warming Game as a Global Game Jam Warming, 2014 (3 meses de desarrollo), Personal

Batallas Intertemporales Marítimas, 2022 (1 mes de desarrollo), Personal

Orígenes, 2023 (5 días de desarrollo), Personal

Hotel Paraíso, 2020 (3 días de desarrollo), Personal

I am not a Barman, 2020 (7 días de desarrollo), Personal

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RELEVANT EXPERIENCE

Gameplay Programmer & Generalist VReality

Feb 2020 - Feb 2023 (3 years, 1 month)

Development of virtual experiences and creation of fair, educational and advertising game experiences.

Stack: Unity (C#), PlayCanvas (Javascript), SparkAR (Javascript), Microsoft Kinect, Oculus Quest, Arduino (C), Blender, Inkscape, Krita, Git, Audacity

Unity Developer Kick Back

Dec 2022 - Presente (3 months)

Implementation and documentation of new features for Kick Back's cloud-based online meetings engine.

Stack: Unity (C#), Blender, Git, Ubuntu, Bash

Unity Instructor Platzi

Jun 2022 - Sep 2022 (4 months)

Recording and planning of 2 Unity introductory courses targeted to level designers and starting gameplay programmers.

Stack: Unity (C#), Blender, Git, Inkscape, Krita

Freelancer and Co-founder Ancestral Gods

Feb 2019 - Feb 2021, Oct 2016 - Oct 2017 (3 years)

Creation and publication of 2 educative games and collaboration in the creation of virtual experiences and the studio's own IP.

Stack: Unity (C#), Unity Editor Tools, Blender, Git, Inkscape, Krita, Oculus Rift, Oculus Quest, Phaser (Javascript)

Game Development Professor Universidad del Valle (Cochabamba, Bolivia)

Jun 2019 - Dec 2019 (7 months)

Planification and creation of resources, exams and practice plans for System Engineering 2nd year students.

Stack: Unity (C#), Blender, Git, Inkscape, Krita.

🗨 Spanish, English

PUBLISHED VIDEOGAMES

Aventuras con la Patrulla Canina

2022 (1 year of development)

VReality for Arcor & Nickelodeon

Jukumari

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Ancestral Gods

A Global Warming Game as a Global Game Jam Warming

2014 (3 months of development)

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Batallas Intertemporales Marítimas

2022 (1 month of development)

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Orígenes

2023 (5 days of development)

Personal

Hotel Paraíso

2020 (3 days of development)

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2020 (7 days of development)

Personal

2021 (3 days of development)

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Jukumari, 2020 (2 months of development), VReality & Untamed Fox

La Tierra del Ekeko, 2023 (1 month of development), VReality

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Batallas Intertemporales Marítimas, 2022 (1 month of development), Personal

Orígenes, 2023 (5 days of development), Personal,

Hotel Paraíso, 2020 (3 days of development), Personal

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