

## Text version for ATS:

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## RELEVANT EXPERIENCE

### VReality

Gameplay Programmer & Generalist

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

Development of virtual experiences and creation of fair, edutainment and advergaming experiences.

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

### Kick Back

Unity Developer

Dic 2022 - Presente (3 months)

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

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

### Platzi

Unity Instructor

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

### Ancestral Gods

Freelancer and Co-founder

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 studio's own IP.

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

### Universidad del Valle (Cochabamba, Bolivia)

Game Development Professor

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.

## LANGUAGES

Spanish, English

## PUBLISHED VIDEOGAMES

Aventuras con la Patrulla Canina, 2022 (1 year of development), VReality for Arcor & Nickelodeon

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

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

qege, 2017 (1 month of development), Personal

Escoptofobia, 2018 (2 months of development), Personal

Suri al Futuro, 2017 (4 months of development), Ancestral Gods

A Global Warming Game as a Global Game Jam Warming, 2014 (3 months of development), Personal

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

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

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

I am not a Barman, 2020 (7 days of development), Personal

\_\_\_\_\_, 2021 (3 days of development), Personal