

RAÚL ANTONIO CASTILLEJOS SANTILLÁN

+52 9616601833 | raulantoniocastillejos@hotmail.com | <https://www.linkedin.com/in/raul-a-castillejos-santillan/> | <https://github.com/racs11>

EDUCATION

Instituto Tecnológico Y De Estudios Superiores De Monterrey
B.S. in Computer Science and Technology

Guadalajara, Jalisco, MX
Expected graduation date: Jun. 2025

RELEVANT COURSES

Object-Oriented Programming (C++), Advanced Algorithms and Data Structures (C++, Python), unity development, Godot development

PROJECTS

- Pan y Cebolla** | ITESM | Unity, 2D, Platformer May. 2023 - Jun. 2023
- Worked on collaboration with a friend to deliver a 2D platformer for a class
 - Use of version control software (git) throught all of the development
 - Developed 3 levels and gameplay mechanics such as dashing, shooting and jumping
- DC snap** | **Personal Project** | Unity, Card game, Multiplayer Jan. 2024 - current
- Currently working with a friend on a card game that ressembles "Marvel Snap", we are expecting to implement to multiplayer to it
 - Succesfully replicated the gameplay rules of the game
 - Worked on scalable UI for different resolutions
- Andromeda AR Game** | ITESM | Unity, AR, Educational, Math Oct. 2023 - May. 2024
- Worked on QA for the Andromeda AR project, a game for ITESM students for learning math and physics in a interactive way
 - The game used markers for displaying 3D renders on Augmented Reality
 - Game data was collected to ensure students learnings and was visible through a website

TECHNICAL SKILLS

Programming: Python, MySQL, C++, C#, HTML/CSS, Unity, Godot
Developer Tools: VS Code, Git/GitHub
Languages: Spanish (Native), English

CERTIFICATIONS

Game Design by "Universidad Autonoma de Barcelona"