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   Guadalajara, Jalisco, MX
B.S. in Computer Science and Technology   *Expected graduation date: Jun. 2025*

RELEVANT COURSES

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

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

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

PROFESIONAL EXPERIENCE

Roblox Developer Intern | **Amber studios México** | Roblox, Lua, server-client   Jul. 2024 - Oct. 2024
- Worked in a team developing a roblox experience for halloween
- Attended daily stand ups and followed a agile development cycle
- Worked implementing and interpretating code left by previous peers
- implemented shops, skin systems and minigames while making the corresponding documentation for each one
- Solved bugs and problems consistently

VR developer | **ITESM** | Unity, UnityXR, Simulation   sep. 2024 - Dec. 2024
- Worked for my university alongisde my peers in the development of a virtual simulated enviroment to gather data about people's perception on streets to improve streets design
- Made car AI that behave closely to it's real part counterpart
- Worked on making 3D enviroments with the use of free assets and textures
- Made a code that gather the amount of time the player watches a certain object and after closing the game makes an excel sheet with the data

Software Developer Intern | **Bosch** | *C, Automotive, Functional,python*   May. 2024 - Present
- Working as a functional Developer trainee
- Solving bugs and problems at the functional level
- Collaborated close with my team and adjacent teams while following the "V-Model"

TECHNICAL SKILLS

Programming: Python, C++, C#,Unity, Roblox Lua
Developer Tools: VS Code, Git/GitHub
Languages: Spanish (Native), English

CERTIFICATIONS

Game Design by "Universidad Autonoma de Barcelona"