**PERSONAL STATEMENT**

I’m a programmer with over four years of experience in game development, including educational and VR games. I’ve implemented gameplay mechanics that shape the player’s experience.

**SKILLS**

**Programming Languages:** C++, C#, Javascript, Actionscript 3, MySQL, Objective-C, HTML/CSS.

**Software:** Unreal Engine, Unity, Visual Studio, SFML, Game Maker, Maya, Photoshop, Illustrator, Animate (Flash), GitHub.

**Other:** Scrum, Web Design, Graphic Design, Animation, 3D Modeling, Video Editing, Audio Editing.

**EDUCATION**

M.S. in Games & Playable Media. University of California, Santa Cruz, expected *Aug 2017*.

B.S. in Digital Graphic Design Engineering. CETYS Universidad, Campus Tijuana, *July 2011*.

**PROJECTS**

**Gameplay Programmer** on **Spellcasters VR (Team of 7)**. June 2017 to Aug 2017.

Multiplayer wizard battle VR game for HTC Vive made in Unity3D using C# under supervision of Against Gravity, creators of Rec Room.

* Worked on the game design with a focus on spell combat.
* Implemented firing system.
* Modified the VR gesture recognition plugin to allow for additional customization.

**Creative Director** on **Brosaurus Wrecks! (Team of 11)**. Dec 2016 to Aug 2017.

AVR action game about giant monsters for HTC Vive made in Unreal Engine 4 using Blueprints and C++.

* (Solo) Programmed initial prototype using Unity and C#.
* Designed most of game mechanics, enemies, and bosses.
* Designed and implemented combat system.
* Defined custom destructible buildings pipeline using Maya, Ninja Dojo, and UE4.
* Coordinated development, art, and audio teams.
* Implemented player behavior using Blueprints.

**Programmer** on **Pebble Lake (Team of 9)**. Jan 2017.

VR skipping stone simulator for HTC Vive made in Unity3D.

* Programmed day-night cycle.
* Tested and refined water splash visual effect implementation.

**Game Designer** on **Geometry Battle.** Sept 2016.

One-Button 2D mobile fighting game made with Unity3D and C#.

* Designed and conceptualized core loop for 3 different fighters.
* Balanced gameplay based on playtesting observations and feedback.

**WORK EXPERIENCE**

**Development Lead** at Lia Educational Systems in Tijuana, Mexico. Aug 2012 to Sept 2016.

Club Lia is an educational platform for preschool and elementary learning.

* (2014-2016) Managed and led development, and art teams.
* Published quarterly updates to platform consistently for four years (i.e. new game, stage, and season themed UI).
* Spearheaded the migration from Flash to HTML5/JS.
* Worked closely with client to define our quarterly development plan.
* Designed and programmed games collaborating with educational content experts.
* Designed web platform architecture based on user experience feedback.
* Collaborated with art team to define new UI look.
* For our special needs standalone game:
  + Programmed gameplay and user interface.
  + Implemented UI, animations, and illustrations made by external artist.
  + Collaborated with external research institute to define the user experience.