

# Ricardo Illescas

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phone

(502) 35174841

## Education

**Bachelor Degree in Computer Systems Engineer [2007-2015];** Universidad de San Carlos de Guatemala

Thesis title: *"MathRPG: Developing a mobile app for smart devices focused on basic arithmetic operations practice."* [Title expected 2018]

## Experience

### **Xoom, A Paypal Service [January 2016 - current]**

- As of 2017, Leading the STAMP Driver team
- Software Engineer, developing back-end software solutions in Node.js
- Working with Bash, Ruby, AWS, Docker, RabbitMQ

### **Rho Sigma, S.A [2014 - 2015]**

- Lead Unity Developer
- Worked on the development of a video game based on the Love Letter franchise by Alderac Entertainment.
- Implemented core mechanics, IAP, Social features.

### **502 Studios [2013 - current]**

- Lead Game Developer
- Developing projects with multiple technologies, such as Unity, PlayN, Phaser, Java, C#

### **Huxi Games [2013]**

- Developer of mobile games with LibGDX, a Java based game development library.

## Projects as an independent contractor

### **Bellus3D [2018]**

Development of an Android application capable of loading **Face Camera** 3D models for showcase.

### **Claro Guatemala [2014]**

Development of the official Claro Guatemala World Cup Album web application. The application was used in all Central America, and was developed using Java and Scala Play Framework.

### **Fundación Ayúdame a Vivir [2013]**

Android mobile app for the auctioneers to offer bids through tablets on site. Administrative web app to receive all the incoming bids in real time made with NodeJS and HapiJS.

## Other Skills

### Languages/Programming

JavaScript, Node JS, Java, C#, Bash

### Systems

Linux, Mac OS X, Windows

**Unity Game Engine**      Been working with the Unity Engine since version 4.3

- C# as scripting language.
- 2D and 3D
- Editor Scripts
- Sony PlayStation export workflow and debugging

### Languages

- \* Spanish (native speaker)
- \* English (C1 CERF)

## Volunteer Experience

### GameDevGT [Mar 2014 – Present]

- Game development related talks
- Workshops
- Organizing Jams

### Unity User Group Guatemala [Jan 2016 – Present]

- Organizer of Guatemala's Official Unity3D User Group