Juan Sebastián Bermeo

Computer Scientist | Game Developer | Technical Creative

As a Computer Science graduate, I dedicated eleven years to the game development industry, working across the full technical stack from engine programming (C++, Unity) to server-side systems (PHP/MySQL). My journey took me from casual games to major titles like Dragon City and Monster Legends.

Transitioning to music production, I applied this technical foundation to:
Develop custom Max-4Live plugins for Ableton workflow optimization and build a complete visual identity system through procedural generation tools

Recent technical highlights include:

Full-stack WordPress/WooCommerce development with custom PHP plugins also Flutter-based Android app development for business automation and I'm current working in an Unity project: Lake Atitlán Cleanup (solo-developed environmental game)

I thrive at the intersection of creative vision and technical execution, whether building games, music production tools, or business systems. My career reflects continuous learning - from Java banking systems to electronic music algorithms - always with hands-on code.

Education

Completed studies in Ingeniería Técnica de Informática de Sistemas - (Computer Engineering) by Unversidad Autónoma de Barcelona. (2007)

Work Experience

2024 - Present | Full-Stack Developer & Digital Solutions Manager

-Led end-to-end development and maintenance of WordPress/WooCommerce platform (www.cristinabermeo.com)
Designed and implemented custom business solutions including:
• Student management system with schedule tracking
• Store expense monitoring and hour-purchase functionality
• Custom WordPress plugins and database architecture
Developed companion Android app using Flutter (front-end/back-end)
Streamlined operations by digitalizing manual processes

2019 - present - Sebuky - Music Producer

As a music producer I focused in mixing folkloric music (mainly but not limited) from South America with electrónic. The software I have been using is Ableton, as a programer I have developed some plugins with Max4Live to enhance my workflow in the Daw.

2012 - 2019 - Social Point. - Game Developer -

The first part of my adventure in this company was mainly Actionscript as I was part of the projects that created "Dragon City" and "Monster Legends".
But due to flash tecnology went discontinued, we were moved to work in the Mobile section of the company, using C++ (Cocos2d) and, mainly the the last year, prototiping dozens of games in Unity 3d.

2010 - 2012 - Karibu Games. - Game Developer -

Now focused in the Advergaming , Social Games (Facebook) and Games for movile devices (IPad,IPod,Android), mainly I've being developing in Flash, Flex (AS3,MXML), using PushButtonEngine and making our own Engine for HOG Games. Mysql and Php, for the Server Side.

2008 - 2010 - Blue Lizard Games. - Game Programer -

As a Casual Game Studio, We work in C++ helped by the Playground SDK to make our own engine for Hidden Object Games and Time Managment Games. Which we've being using to make our own games.

Contact

juan.sebastian.bermeo@gmail.com
+34 717102778 (wzap)

Languages

Spanish (mother tonge)
Catalan (native)
English (advanced)
Portugues (Intermmidiate)
French (basic)

Programming Languages

C#, Java, C, C++, Javascript, Python, ...

Software

Unity 3d, Visual Studio, Ableton, Max, Max4Live, 3d blender, AfterEffects, Photoshop, Ilustrator, InDesign,

Music Portafolio

https://on.soundcloud.com/mWZ6X

Visual Portafolio

https://www.instagram.com/sebukyvisualart/

More

Now based in Guatemala, I've got two different nationalities: Ecuadorian and Spanish. I'm able to work from home or relocate to any European or South American country if needed.

www.sebuky.com