

# HUGO VALLADOLID

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## SUMMARY

Versatile Jr. game developer excelling in both team collaboration and independent work. Skilled in programming and quick tech adaptation. Proactively incorporates feedback, consistently exceeding project expectations. Eager to embrace new industry challenges.

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## EXPERIENCE

### Unity Game Developer

FUSE / People & Technology

January 2024 - Present, Durazno, Moderna, Monterrey, Nuevo León, México

- A company that offers solutions throughout new technologies and interactive apps to events and big companies.
- Engineered over 10 game mechanics and designed procedural levels for a multiplayer shooter.
- Created different interactions on a fighting VR game, using player inputs and interactions.
- Communicated with art, production and programming teams to design +20 game elements and optimize quality for better player experiences.

### Unity Game Developer

8 Games

August 2023 - Present, México, San Luis Potosí

- A small game dev community with 5 members that seek new experiences and learnings, growing and seeking for new projects.
- Creation of 3 small projects, specializing in 2D pixel art.
- Being part of the "EGS" where we presented our game as an Indie exhibitor.

### Unity Game Developer

Grimoire Games

January 2022 - Present, México, San Luis Potosí

- A game dev community with over 20 members created to gather people who seek for an environment to learn and obtain experience in the game dev industry.
- Creation of over 10 projects from different genres and using different mechanics and technologies with several awards.
- Being a main support for groups of 4-20 members through the whole process of developing 10+ videogames from different genres and mechanics.
- Conducted regular design reviews throughout game development process.
- Organized and directed several Jams projects which stood out in their category.
- Participation in official competitions where we placed in high places such as the "SpaceApps" competition and "Global Game Jam".

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## EDUCATION

### Bachelor's Degree in Game Design and Development

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## SKILLS

**Hard Skills:** Game Desing, Git/Github, QA Tester, C#, Multiplayer, Shaders, Pipelines, WebGL, AI, Particle Systems, Mobile Games, APIs, Order, Narrative Designer, Gameplay Programmer.

**Soft Skills:** Leadership, Constructive Feedback, Mentorship, Motivate, Passionate, Ambitious, Social Inteligence, Self-awareness, Management