

Yael Atleth Bueno Rojas | Curriculum Vitae

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SUMMARY

I am an Undergrad student in Computer Science, passionate about game development, tech art, 3d modelling and artificial intelligence; with hands-on experience in these areas, I am confident in my ability to contribute to the development of innovative and engaging game systems. I am currently looking for work opportunities by contract, or part-time in game development.

EDUCATION

BENEMÉRITA UNIVERSIDAD AUTÓNOMA DE PUEBLA
Computer Science Undergrad

8/2018 - Current
Puebla, Mexico

EXPERIENCE

DEVELOPER

Moonwards

3D Sci-fi social MMO on the Moon. Implemented tools for NPC development, shaders for realistic moon representation, path-finding systems and refactored legacy code

10/2018 - 02/2021

Remote

DEVELOPER

Non-Published 2D Game

Voice Actor's showcase. Implemented Boss encounter, animations, and attack patterns.

12/2021 - 04/2022

Remote

SKILLS

PROGRAMMING LANGUAGE FRAMEWORKS & TOOLS LANGUAGES

Experienced: Python | GDScript | Java | GLSL **Familiar:** C/C++ | C# | R | JavaScript
Git | Godot | Blender | Substance Painter
Native: Spanish | **Proficient:** English | **Basic:** German

OPEN SOURCE CONTRIBUTIONS

GODOT-JIGGLEBONES

Updated from Godot 3.0 to Godot 3.2+ and Godot 4.0, stability fixes.

GODOT3DLIGHTNING

Added Generators for faster lightning creation and diverse behaviors.

GODOT RL AGENTS

Maintainer of Godot's 3.5 branch, implemented support for exporting and loading trained agents as ONNX files.