Jorge Zarek Saleme Gómez | Software Developer | Full Stack & Game Dev
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Software developer with a hybrid focus between rigorous engineering and interactive creativity. Specialized in building immersive experiences (Game Development) and scalable web architectures (Full Stack).

Technical Skills

Languages: C#, JavaScript, C++, HTML5, CSS, Python

Game Development: Unity 2D/3D, Physics Engines, AI Scripting

Web & Backend: Next.js, React, Supabase, REST APIs

IoT & Hardware: ESP32, WebSockets, Async Servers, SPIFFS

Tools: Git, GitHub, VS Code, Tailwind CSS, Notion

Featured Projects

Archivex (Full Stack) | Next.js, Supabase, Tailwind CSS Engineered a secure cloud storage SaaS focused on UX and performance. Features robust authentication, team collaboration systems with Row Level Security (RLS), and an optimistic UI for seamless drag-and-drop file management.

Tezka (Game Development) | Unity, C# Development of a 2D hack-and-slash platformer featuring a fluid combat system and custom physics. Implemented a finite state machine for enemy AI, dynamic lighting shaders, and complex real-time character-switching mechanics.

ESP32 Async Game Server (IoT / Backend) | C++, ESP32, WebSockets Engineered an asynchronous embedded web server running on an ESP32 microcontroller. Capable of serving a full web-based game and handling real-time bi-directional communication between hardware inputs and the browser interface.

El Legado (Game Development) | Unity, C#, 3D Created a narrative-driven 3D beat 'em up featuring a day/night cycle that alters gameplay loops. Blends intense combat mechanics with immersive storytelling elements to explore themes of heritage and identity.