

Raúl Vera Ortega

Gameplay programmer

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rverao.com

Skills

Game Development			
Gameplay / AI	Math & Physics	Graphics	Tools
<ul style="list-style-type: none">• Systems architecture and design• Player control and movement• Procedural Generation• Pathfinding• State machines	<ul style="list-style-type: none">• Collision detection and response• Vector, matrix, quaternion math• Newtonian Physics• Beizer curves	<ul style="list-style-type: none">• GLSL/HLSL• Rendering pipeline• Shaping Functions	<ul style="list-style-type: none">• Unity ★★★★★☆• Unreal ★★☆☆☆☆• Git ★★★★★☆• Tiled ★★★★★☆
General Development			
Programming	Design	Soft Skills	Languages
<ul style="list-style-type: none">• Memory management• Profiling and debugging• TCP/UDP networking• Multithreaded programming	<ul style="list-style-type: none">• Object-Oriented Design• Data-Oriented Design• Mobile development• AR/VR development• SQL Databases	<ul style="list-style-type: none">• Integrity• Responsibility• Honesty• Respect• Empathy	<ul style="list-style-type: none">• C# ★★★★★☆• Java ★★★★★☆• C ★★★★★☆• C++ ★★★★★☆

Professional Experience

August 2018	RevArts Studio
March 2019	Game programmer <ul style="list-style-type: none">- AR/VR mobile advergaming development.- In-house tools design and development.- Maintenance of existing projects.- Prototype development

Education

2013 - 2017	Escuela Superior de Cómputo, Instituto Politécnico Nacional Computer Systems Engineering undergraduate degree <ul style="list-style-type: none">- Videogame development club leader and course organizer
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Projects*

2016 – 2017 **FightXercise**

Arcade fighting game for mobile devices with focus on fitness.

- Designed and implemented custom hitbox system for hit detection and easy animation coordination.
- Programmed a goal-oriented AI with multiple predefined configurations.
- Created various systems for player progression and customization, such as experience, levels, ability trees and in-game clothing shop.

2018 **KFC Kids Bucket**

KFC branded seasonal advergaming for mobile devices

- Developed and updated the application to have three new seasons, each one with its unique games and interactions.
- Developed a variety of AR experiences and games.
- Architecture and development of an UI system for a standardized screen handling across projects.

2018 **Neopolis HotWheels City**

Multiplayer Spatial-VR experience based on the HotWheels City video series.

- Designed and implemented a networking system to support multiple player sessions within a single host server.
- Integration with proprietary technology for spatial tracking within a confined room.
- Developed user interactions with look direction and position data.

*More at [website](#).

Miscellaneous

Favorite games: Tetris, F-Zero GX, Dark Souls, The Witness, Factorio, Super Meat Boy, Thumper, Nier: Automata, Gemcraft, The Legend of Zelda: Majoras Mask.

Interests: Shaders, shiny visual effects, pixel-art, puzzles, math.