

## Juan Pablo Méndez Altuzar

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### Professional experience

**Lead Developer** - Gameloft. Mexicali, Mexico. 2015 - Present.

- Shipped the port of Siegfell for Windows 8.1 and Windows Phone 8 (2016). Shipped the port of Gangstar New Orleans for Windows 8.1 (2017). Currently working in a third project.
- C++, C#, Python, Batch scripting, Java.

**Software Developer** (contractor) - Animactiva. Aguascalientes, Mexico. 2012 - 2014.

- Cuevano project: Flixel engine modifications, UI, server and client programming. Product shipped to client.  
**Tools:** AS3, Flixel framework, Java, SmartFoxServer 2X, Batch scripting.

### Education

**OpenGL 2.0 - 3D** - Gameloft. Mexicali, Mexico. 2015.

- 3D graphics concepts, creation of simple shaders in GLSL.

**Computer Systems Engineer. Graduated with Honors** - Universidad Autónoma de Aguascalientes.

Aguascalientes, Mexico. 2010 - 2014.

- Programming, software engineering, data structures, networks, compilers, databases, lineal algebra, vector calculus, discrete mathematics, interfaces programming.

**CS-184.1X Foundations of Computer Graphics** (Audited online) - UC Berkeley via edX. 2014.

- 3D graphics concepts, OpenGL and raytracing.

**Course on Programming and Design of Video Games** - Universidad Autónoma de Aguascalientes and Phractal Studios. Aguascalientes, Mexico. 2013.

- Unreal Engine 3 development using UnrealScript and the UDK editor.

### Projects

**CHEMminator** - 2D space shooter. 2016 - Present.

- Gameplay programming, game design, UI and art design, particle effects, sound integration, shading.  
**Tools:** Unity 5, C#.

**Hobbo the Hobo** - 2D infinite runner. 2014.

- Gameplay programming, art for animations, art for game objects and menu screen.  
**Tools:** Unity 4, C#.

**Cuevano** - Educational adventure game (Shipped to client). 2012 - 2014.

- Flixel's physics engine modifications, UI programming, server and client programming.  
**Tools:** AS3, Flixel framework, Java, SmartFoxServer 2X, Windows shell scripting.

**Agent Eric: Close call** - 2D platformer shooter. 2013.

- Gameplay programming, HUD programming and design, enemy behavior programming.  
**Tools:** Flixel framework, AS3.

**Destiny** - Puzzle adventure game. 2009.

- Gameplay programming, UI design and programming.  
**Tools:** Game Maker Engine.

### Awards and recognition

**Instructor of the course "Learn to develop 2D video games using Flixel"** - VIII Congress of Exact Sciences, Universidad Autónoma de Aguascalientes. Aguascalientes, Mexico. 2014.

**First place in Contest of Video Game Design in 24 hours**- The Inventor's House. Aguascalientes, Mexico. 2013.

**First place in Video Game Design Contest** - Tecnológico de Monterrey. Aguascalientes, Mexico. 2009.

### Programming and software skills

- C#, C++, Java, AS3, Batch scripting, HTML, JavaScript, UnrealScript, Haxe.
- Unity, Flixel, Unreal Engine 3, Citrus, Starling, Subversion, Sketchbook Pro.
- Have also worked with: Android SDK, Python, MySQL, OpenGL, PHP, Blender.

### Languages

- Spanish (Native or bilingual proficiency) and English (Full professional proficiency).