

PAULO OGANDO GULIAS

GAME PROGRAMMER

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SUMMARY

Software Engineering student with experience in reliable software development, advanced databases, and video game development. I have worked with physics, gameplay, AI and animation. I am a sociable, adaptable individual open to change and attentive. Familiar with Agile development methods like Scrum

SKILLS

- Collision detection and Physics management
- Shader creation
- Photon
- Rendering with C# Script
- Animator and Blendtrees
- Tesellation
- Vector, matrix and quaternion math
- Performance profiling
- Scriptable Objects
- NavMesh and NavMesh Agents
- State Machines

TOOLS AND TECHNOLOGIES

- Frequent use:** C#, Unity, C++, Unreal, GLSL/HLSL, Git
- Familiar | Exposed:** Blender, SQL, Python, Kotlin, HTML, CSS, JavaScript, React, Unity Shader Graph

CURRICULAR EXPERIENCE

Ihtic Mictlan: Between Life & Death

Game Programming Lead • August 2023 - December 2023

- Project where we worked with GameCoder Studios, Unity and TagWizz developing a 3D roguelite multiplayer game based on ancient mexican cultures
- I developed as Game Programming Lead. I implemented the final boss and the heroes of the game (movement, special effects, physics). I supervised the Photon multiplayer coding and the shader scripts as well.

Percussion World Tour

Game Programmer • February 2022 - June 2022

- Project where we worked with Percussive Arts Society. We developed a rhythm 2D game connected to a Digital Ocean Database
- I implemented the game mechanics, inputs, colliders and animations.

PROJECTS

Slayvery

Lead Game Programmer • August 2023

- 3D Adventure Deckbuilder game being developed with my start up enterprise N.E Games
- Implementation of the battle system that involves a Card System, Health System, a reactive battlefield and physics.
- Responsible for performance monitoring, clean code and implementing design patterns

Global Game Jam 2024 - Make Me Laugh

Lead Game Programmer • January 2024

- 3D minigames developed with my start up N.E Games in the global game jam casted by the Ibero Puebla University.
- Developed the Balance and the Ballon minigames, using LineRenderer, Canvas and EventSystem alongside colliders, rigidbody and animations.
- Followed OOP and SOLID principles. I implemented various coroutines, EventTriggers and Listeners for the LineRenderer

GMTK Game Jam 2024 - Size Solutions

Lead Game Programmer • August 2024

- 3D puzzle videogame developed for GMTK with N.E. Games
- Responsible for implementing the Fuse, grab, rotate and scale mechanics.

EDUCATION

Software Engineering Bachelors

Instituto Tecnológico y de Estudios Superiores de Monterrey • 2020–2024

LANGUAGES

Spanish

Native

English

B2

French

Basic

CERTIFICATIONS

C# Programming for Unity Game Development

University of Colorado System • Concluded

C++ Programming for Unreal Game Development

University of Colorado System • In progress