

Luis Edmundo Márquez Rivera



Interactives Technologies in Digital Animation
Bachelor's Degree

Game developer with experience in **game engines and programming**. Outstanding capacity to adapt quickly and good for problem solving. When it comes to challenges, perseverant and capable of taking risks if necessary. Patience and responsibility in **team-working**.

FORMACIÓN ACADÉMICA

Universidad del Valle de México, CDMX
AUGUST 2016 - DECEMBER 2020) BACHELOR DEGREE

EXPERIENCIA LABORAL

2021-2022 | Inoma, Unity Programmer

- Mechanics, object behaviors and UI programming.
- Audio, animations and 2D/3D graphics integration for WebGL / Mobile
- Beta testing and bug detection.
- Update and use of git repositories.

2019 | AMB Multimedia, Project Collaborator

- Programming multiplayer racing game.
- Mechanic implementation for VR project.
- Technical help in projects presentation for T20 Automotive Industry.

PROYECTOS PERSONALES

Letters From The Outside, UI Programmer

- Graphic interface design, use of draggables for a decipher system in letters, made in Unity.

Vampiric, Gameplay Programmer

- My first game developed in Unreal Engine.
- Behavior trees implementation for AI.



CONTACT

edmundomarquez@pm.me
Mexico City,
Álvaro Obregón
24 years old

Portfolio: edmundomarquez.github.io
LinkedIn: [Edmundo Márquez](#)



SKILLS

Teamwork Independent
Critical Thinking Perseverant
Problem Solving Adaptability



TECHNICAL SKILLS

Unity UE4 Godot C#
C++ Python Bolt Git
Source Tree Github Desktop Trello



HOBBIES AND INTERESTS

Marketing Photography Video Editing
Videogames Blogging Cooking



LANGUAGES

English (Advanced) Spanish (Native)