

Emilio Estrada

I am a game programmer with 5 years of experience developing videogames with experience working with smaller multidisciplinary teams. I offer a healthy mix of creative and technical skills.

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PROFESSIONAL EXPERIENCE

Blayze Games LLC, Lehi, Utah - working remote from La Paz, México — *Remote Software Engineer*

August 2019 - Present

- Overhauled the games' UI in coordination with the team's artist.
- Bullet Force - Maintenance and development - iOS, Android, and WebGL.
- Creation of new systems and services in coordination with the backend programming team.
- Development and prototyping of new features for an upcoming project.

RevArts Studio, México City, México — *Programming Team Lead*

April 2018 - April 2019

- Solidifying relationships with clients by overseeing, producing and developing high-quality advergaming with my team.
- Distributing workload and organizing tasks for the programming team on a weekly basis.
- Coordinating with the Art Director to produce finished, polished products on budget and schedule.
- Designing, pitching, and selling games and software solutions to our clients.

Desarrollo de Juegos de Mesa - México, México City, México — *Founder*

September 2016 - PRESENT

- Built a Tabletop game development community where game designers in town can meet, exchange information, and playtest their prototypes.
- Organizing monthly meetings with an average assistance of 35 members per meeting.
- Coordinating a Game Design contest in association with the international publisher Devir.

LANGUAGES

Spanish - Native proficiency
English - Full professional proficiency

SOFTWARE

Game Engines: Unity, Stencyl, PhaserJS, Radiant

Programming Languages: C#, JavaScript

Source Control: Git

Graphics Editor: Adobe Photoshop

SKILLS

Team Leading and Communication

Analog and Digital Game Design

Public speaking

Negotiation Skills

Area6 Comunicación, México City, México — Game Developer

February 2015 - March 2018

- Designing and developing an original IP based on the company Vice President's vision. This includes 50 levels, 5 bosses, and more than 15 weapons.
- Programming serious games for pharmaceutical brands and for marketing purposes.

Kadho Inc, Irvine, California, USA — Game Developer

August 2014 - November 2014

The Art Institute of California - Orange County, Santa Ana, California, USA — Peer Tutor

November 2011 - March 2014

- Helping students succeed in their classes.
- Organizing programming workshops using C# and XNA every two weeks.

EDUCATION

The Art Institute of California - Orange County, Santa Ana, California, USA — B.S. Visual & Game Programming

2011 - 2014

Graduated as an honor student as part of the Alpha Beta Gamma Society.

AWARDS & CERTIFICATIONS

Alpha Beta Gamma Honour Society member

Circled - Best Game in Event

Best game developed during Goethe's Institute Art and Politics GameJam 2018 -
Featured at A.Maze 2019

State Athlete of the Year 2009

- Instituto Sudcaliforniano del Deporte, La Paz, Baja California Sur, México.