

Michoacán, México



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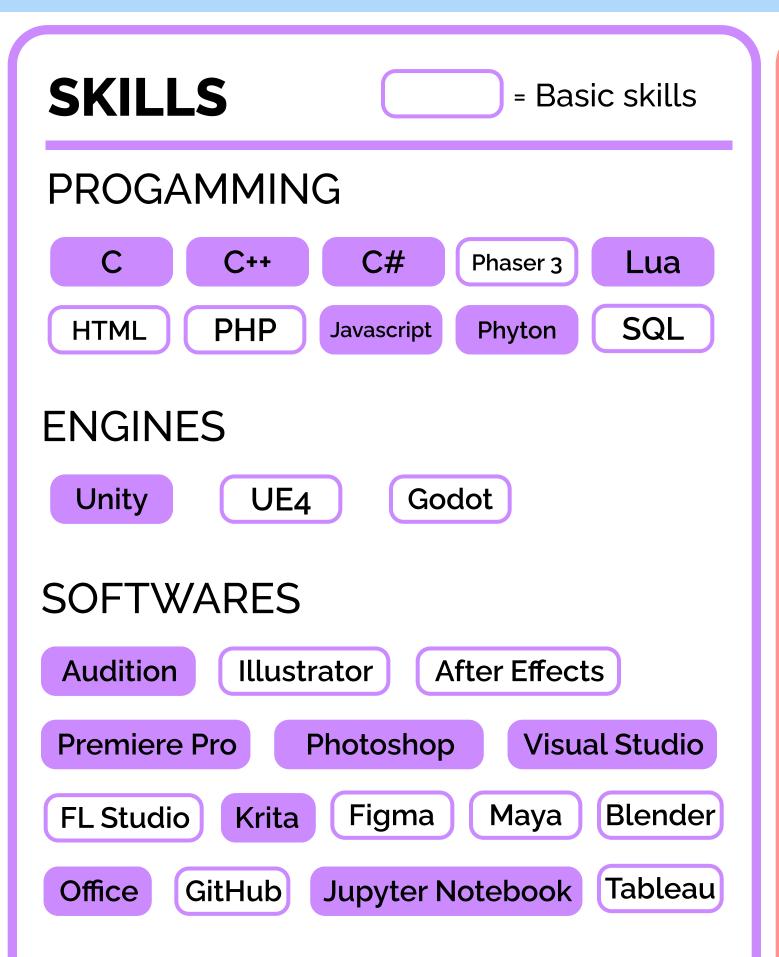


Spanish, English, French



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# **Codecademy - Online course**

2024 - 2025

**EDUCATION** 

- -Data Scientist: Analytics Specialization
- -Progamming courses

#### UdeMorelia - México

2015 - 2019

-Bachelor on Video game enginner

# **AWARDS**

# **Best Graphic Game**

Chanakua Global Game Jam 2024 Godin Slime

#### **Best Mechanics Game**

Chanakua Global Game Jam 2023 The evil between roots

# **EXPERIENCE**

### Game Designer - Freelance Collaborator

Apr 2024 - Present, Remote

- -Collaborated with indie studios and community-driven game development forums.
- -Designed levels, created assets, and contributed to gameplay mechanics for group projects.

#### Founder & Game Developer - Crystal Comets Games

Nov 2023 - Present, Hybrid

- -Developed and published games across multiple platforms, managing all aspects of design and programming.
- -Led indie projects from concept to release using Unity and other tools.

#### Multimedia Specialist - Colegio de Morelia

Aug 2021 - Present, Presential

- -Designed graphics, such as posters, for social media to enhance brand presence.
- -Created video content and managed audio production for events and online platforms.
- -Occasionally hosted live streams, engaging with the community and promoting events.

### **Level Designer - 0-0-8 Studios**

May 2024 - Oct 2024, Remote

- -Designed levels for a 2D game inspired by classic Zelda elements.
- -Focused on creating engaging, puzzle-driven environments and balanced gameplay.

# **PROJECTS**

More info in my portfolio

#### The Monolith Project | Feb 2023 - Nov 2023

Role: Game Developer | Tools: Unity, C#

- -Developed and published a 2D platformer for Android.
- -Managed the entire development process, including design, programming, and testing.

#### **Joy Truman and The Lost Pages** | 2020 - 2022

Role: Solo Game Developer | Tools: Unity

- -Developed a 2D RPG as a solo project during quarantine.
- -Designed the game's mechanics, story, and visual elements.

### Dreamscape Collage | 2024 (In development)

Role: Game Developer | Tools: Unity

- -Working on a 2D Metroidvania, focusing on exploration and combat
- -Designing levels and mechanics for a rich player experience.

## Club Crawler: Social Butterfly (GGJ 2025) Jan 2025

Role: 2D Background Artist, Level Designer & UI Designer | Tools: Unity

- -Created 2D backgrounds to enhance the game's visual identity.
- -Designed levels, ensuring engaging and balanced gameplay.
- -Developed the main menu, focusing on intuitive UI/UX design.