

# JESÚS MASTACHE CABALLERO

## Gameplay programmer

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📍 Col. Aboledas, Zapopan, Jalisco. México.  
👤 31 years old



## EXPERIENCE

### Gameplay programmer

#### GoldenPie Studio

📅 February 2013 – Present 📍 Mexico City. Mexico.

- Design algorithms that provide the desired gameplay results within real-time performance and memory budgets.
- Collaborate with the design team to ensure features match expectations.
- Improve features based on design requests in order to have better interactions between the player and the game.
- Create small tools to automate workflow and pipeline tasks.
- Fix bugs and optimize the game to run on low-end devices.

## PROJECTS

### Buster Booster Bus. (Made with Unreal Engine 4)

#### GoldenPie Studio

📅 (Launched August, 2019. Updated until December 2020)

Platforms: 🤖 Android, 🍏 iOS

Responsible of:

- Implementation of the Core Game mechanics and In-Game random special events.
- Bus upgrades and progression systems.
- In-Game Store and In-App Purchases.
- Implementation of 2 new Game Modes and 27 Challenges post launch.
- Cloud save via Google Play Services (🤖 Android) and iCloud (🍏 iOS).
- Implementation of Achievements and Leaderboards systems for both platforms (🤖 Android & 🍏 iOS).
- Reduction of loading times when accessing any game mode (from 30 to 7 seconds approx. in old devices).

### Totem Guard. (Made with Unity)

#### GoldenPie Studio

📅 (February, 2019)

Platforms: 🤖 Android, 🍏 iOS

- Provided help to improve the game's rendering performance.

### Ronin Koleo. (Relaunched, Made with Unity)

#### GoldenPie Studio

📅 (October, 2018)

Platforms: 🤖 Android, 🍏 iOS

Responsible of:

- Implementation of player movements and core mechanics.
- Implementation of boss fights.
- Implementation of enemies attack patterns and behaviour.
- Save/Load system.
- Reduction of loading times.

## PERSONAL PROJECTS



### Echo. (Made with Unity)

Global Game Jam 2021 (February, 2021) 📍 Online Event. Platforms: 🪟 Windows, 🐧 Linux, 🍏 Mac



### The great heist. (Made with Unreal Engine 4)

Mermelada de Juegos (April, 2019)

📍 Mexico City. Platforms: 🌐 HTML5

## PROFESSIONAL SKILLS

### Game Engines/Frameworks

Unreal Engine 4 Unity Cocos2D-X

### Programming Languages

C C++ C# Python Java

Shell Scripting Groovy

### Tools

Git Rider VSCode Jenkins OrgMode

Slack Trello Command-line interface

### Soft Skills

Self-taught Adaptability Critical thinking

Proactive Problem solving Team player

## LANGUAGES

English (Proficient) ●●●●●

Spanish (Native) ●●●●●

## EDUCATION

Bachelor's degree in Computer Systems Engineering

ESCOM - Instituto Politécnico Nacional

📅 2009 - 2012 📍 Mexico City. Mexico.

## HOBBIES

🏃 Half Marathon Runner.

🎮 Video Games.

🖌 Digital Illustration.

🎸 Play electric guitar.