JESÚS MASTACHE CABALLERO

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in jesus-mastache-25265952

Gameplay programmer

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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, **É** 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).
- 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.

Col. Aboledas, Zapopan, Jalisco. México. <u>#</u> 31 years old

PERSONAL PROJECTS

- Echo. (Made with Unity)
 Global Game Jam 2021 (February, 2021)
 ♥ Online Event. Platforms:
 ♥ Windows,
 ↓ Linux,
 ♦ Mac

PROFESSIONAL SKILLS

Unity

Cocos2D-X

Game Engines/Frameworks

Unreal Engine 4

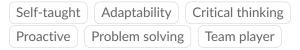
Programming Languages

C C++ C# Python Java Shell Scripting Groovy

Tools

Git Rider VSCode Jenkins OrgMode Slack Trello Command-line interface

Soft Skills



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.