


JUAN PABLO MENDEZ ALTUZAR

GAME CLIENT DEVELOPER
-
GAMEPLAY

CONTACT

 mendez.altuzar.juan@gmail.com

 paleblueduck.com

 jpmendezaltuzar

EDUCATION

COMPUTER SYSTEMS
ENGINEER - GRADUATED
WITH HONORS

2010 - 2014

Universidad Autónoma de
Aguascalientes. Aguascalientes,
México.

AWARDS

ATOMS

- 1st place at Gamacon (2018).
- 15th IMGA nominee (2019).
- Indie Prize finalist (2019).



ABOUT

Dedicated and passionate game developer with a 7+ year track record. Experienced in multiplayer and single-player games. Adept in several areas of game development: gameplay, systems, optimization, debugging, UI, and tools. Proven success in releasing titles on Nintendo Switch, PC, Android, and iOS, spanning multiple genres. Thrives in collaborative, creative environments and deeply enjoys the creative journey with game designers and talented teams.



WORK EXPERIENCE

WARDUCKS

SENIOR CLIENT
DEVELOPER / LEAD
DEVELOPER
Dublin, Ireland
Mar 2020 - Jul 2023

Unannounced - iOS / Android (TBD).

- Implemented the game's base architecture, main gameplay, and core game loop.
 - Designed and built a framework to define and reuse objects between levels.
 - Worked on several game features: character controls, puzzles, and cameras.
- Tools: Unity, C#, NodeCanvas, Git.

Edge of Earth - iOS / Android (On hold. 2023).

- Implemented the client side of the War System (PvP and PvE asynchronous Multiplayer). Created editor tool and unit tests for the War.
 - Technical specification of client tasks for other developers and code reviews.
 - Worked on cameras, map interaction, and performance optimizations.
 - Created a tool for artists to generate terrain textures for the Maps Platform.
- Tools: Unity, C#, Noesis GUI, MongoDB, WPF.NET, Git.

StormWorld - iOS / Android (On hold. 2021).

- Worked on several game features: enemy AI, Battle System, minimap, and UI.
 - Added new features to the proprietary Maps Platform.
 - Client performance optimizations and debugging.
- Tools: Unity, C#, Noesis GUI, MongoDB, Amplify, Git.

GAMELOFT

LEAD DEVELOPER
Mexico
Mar 2015 - Sep 2019

Modern Combat Blackout - Nintendo Switch (2019).

- Technical design & implementation of Local Multiplayer.
 - Online multiplayer setup and implementation of online gameplay mechanics.
- Tools: C++, AS3, Python, Jenkins, Batch script, SVN.

Ninja Up! - iOS / Android (2018).

- Worked on gameplay: the main character, enemy AI, powerups, and cameras.
 - Established best coding practices, game architecture, and workflow.
 - Worked on performance optimizations and tools for the design team.
- Tools: Unity, C#, SVN.

Port of Gangstar New Orleans - W8.1 (2017).

- Havok Vision Engine port for Windows 8.1. Performance optimizations.
- Tools: C++, Havok Vision, Python, Bamboo, Batch script, SVN.

Port of Siegefall - W8.1 / WP 8 (2016).

- Implementation of game features (DLC, PN, back key, UI, and ads).
- Tools: C++, C#, Python, AS3, Bamboo, Batch script, SVN.

ANIMACTIVA

DEVELOPER
(Contractor)
Mexico
Jul 2012 - Dec 2014

Cuévano - PC (2014).

- Flixel engine modifications, UI, server, and client programming.
- Tools: AS3, Flixel, Java, SmartFoxServer 2X, Batch script.



PERSONAL PROJECTS

PALE BLUE DUCK
SOLE DEVELOPER

Commander: Origins - WebGL (2023).

Tools: Unity, C#, FMOD, NodeCanvas (Behaviour Trees).

Senile Tennis - WebGL (2020).

Tools: Unity, C#, Git.

Atoms - iOS / Android / WebGL (2019).

Tools: Unity, C#, Git.



SKILLS

Core

Unity
C#
C++



Other

- NodeCanvas (BT)	- Java
- FMOD	- Python
- Unit Testing	- Agile
- Noesis (MVVM)	- Git
- Unreal	- SVN
- Batch script	- GIMP
- Shader Graph	