

# JUAN PABLO MENDEZ ALTUZAR

GAME CLIENT DEVELOPER  
-  
GAMEPLAY

## CONTACT

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 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 9+ 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 with talented teams.



## WORK EXPERIENCE

**ODD RAVEN**  
GAME DEVELOPER  
Stockholm, Sweden  
Oct 2023 - Present

### Unannounced - Console & PC (TBD).

- Worked on core gameplay features and client architecture.
- Tools: Unity, C#, Git.

**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 Siegfell - 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.



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