JUAN PABLO
MENDEZ ALTUZAR

GAME CLIENT DEVELOPER
-
GAMEPLAY

CONTACT

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🌐 personal projects

in 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.
- Features prototyping - closely iterating with the design team.
    Tools: Unity, C#, Git.

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

Sesame Street Mecha Builders - iOS / Android (2024).
- Implemented pre-production gameplay prototype and core game loop.
- Worked on several game features: character controls, puzzles, and cameras.
- Designed and built a framework to reuse objects between puzzles.
    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.

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.

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.

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

- SOLID
- NodeCanvas (BT)
- Unit Testing
- Unreal
- FMOD
- Noesis (MVVM)
- Shader Graph
- Batch script
- Agile
- Git