

# Amador Serrano Vergara

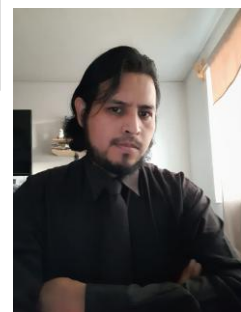
## Unity Dev.

Puebla, Pue.

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## ABOUT ME.

Unity Developer since 2015, I have participated in various types of projects such as VR for both mobile and headsets, Augmented Reality, casual games, serious games, virtual experiences, and alternative uses of Unity for industry.

My greatest strength is C# programming and mechanics design. Additionally, I have knowledge in shaders and VFX effects using Shader Graph or HLSL. I also have experience in 3D design with Blender, Adobe Photoshop, and Adobe Illustrator for resource creation.

## GENERAL OBJECTIVES

I am seeking a challenging position as a video game programmer where I can apply and expand my programming skills, with a specific focus on 2D and 3D design. My goal is to contribute to the development of engaging and creative gaming experiences. I am passionate about innovation and open to learning new technologies and approaches to continue evolving in the field of game development.

## DEGREE

2012-2017 : **Bachelor's (BUAP)** Computer Science Engineer

**Languages :** **Spanish :** Native  
**English :** B1

## Skills

Programming		
Software	Nivel	Lenguaje
Visual Studio	★★★★☆	C, C++, C#
Android Studio	★★★★☆	Java, Kotlin
Visual Studio Code	★★★★☆	Dart, Laravel

Engines		
Software	Nivel	Lenguaje
Unity	★★★★☆	C#
Unreal	★★★★☆	C++
Blender	★★★★☆	N/A

Data Base		
Software	Nivel	Lenguaje
SQLite	★★★★☆	DB
MySQL	★★★★☆	DB
AWS	★★★★☆	Serverless
GraphQL	★★★★☆	Querie
PostgreSQL	★★★★☆	DB

Methodologies		
Software	Nivel	Lenguaje
Scrum	★★★★☆	N/A
Agile	★★★★☆	N/A

Adobe		
Software	Nivel	Lenguaje
Photoshop	★★★★☆	N/A
Illustrator	★★★★☆	N/A
Substance Painter	★★★★☆	N/A
After Effects	★★★★☆	N/A
Premiere Pro	★★★★☆	N/A

## ADDITIONAL TRAININGS

- - Preventive and corrective maintenance on computer equipment
- - Unity Programming Course 2021 on Udemey
- - Visual Effects for Unity Course - Udemey
- - Shader Graph Course – Udemey
- - Pixel Art Video Game Art Course - Udemey
- - Augmented Reality Unity Course - Udemey
- - 3D Design with Blender
- - C# Programming MVA
- - C++ Programming MVA
- - Java Programming MVA
- - Unity VFX – Udemey Course
- - Mobile Game Development
- - Getting Starter AWS for Games- AWS training
- - AWS Lamda Foundations- AWS training
- - Serverlers- AWS training
- - Introduction to Amazon API Gateway – AWS training



## WORK EXPERIENCE

**March 2024 - Present – Present Uniat**

**Jalisco, Guadalajara** **Position: Professor**

**Tasks:** Teaching of video game development subjects an both theoretical and practical.

**Projects:** Virtual Experiences on Oculus Quest 2, PC y Kat Industry.

**Software :** Unity 3D, Unreal Engine, Visual Studio, Blender 3D, Visual Studio.

**June 2023 – January 2024 Grupo Inver**

**Puebla, San Andres Cholula** **Position: Unity Senior, C# programmer**

**Tasks:** 3D Desing, Tech Art, project management, programming of projects, and virtual experiences in Unity 3D.

**Projects:** Virtual Experiences on Oculus Quest 2, PC y Kat Industry.

**Software :** Unity 3D, Visual Studio, Blender 3d, Photoshop, Illustrator.

**May 2022 – February 2023 Grupo Enthous**

**Puebla, Puebla** **Position: Unity Senior Unity, C# programmer**

**Tasks:** Design and programming of projects in Unity 3D.

**Projects:** App project using geolocation map in Unity.

**Software :** Unity 3D, Visual Studio, Blender 3d.

**December 2021 – May 2022 Laboratorios Medicos Semín**

**Puebla, Puebla** **Position: Unity Senior, C# programmer**

**Tasks:** Design and programming of projects in Unity 3D.

**Projects:** Digital platform project in Unity.

**Software :** Unity 3D, Xcode, Visual Studio, Blender 3d, Photoshop, Illustrator.

**July 2018 – March 2019 Corza Sistemas**

**Puebla, Puebla** **Position: Android Developer**

**Tasks:** Design, programming, and support for private transport Android applications.

**Projects :** Client and Driver App for Android platform.

**Software :** Android Studio, SQL, Photoshop, Illustrator.

**July 2017 – January 2019 Black Lab**

**Puebla, San Andres Cholula** **Position: Unity GameDeveloper**

**Tasks:** Programming and development of PC and Virtual Reality games, as well as 3D object modeling.

**Projects :** Barcade (Various Games), Pompeii (VR experience), various renders, 3D designs for Mapping.

**Software :** Unity 3D, Visual Studio, SDK HTC, Blender 3D.

**May 2015 - Present Wolf GMs Studio**

**Puebla, Puebla** **Position: Owner/Independet**

**Tasks:** Coordination of marketing models, promotion, funding system control, independent game design, animation, 3D design, programming.

**Projects:** Casual games, photo editing on Photoshop, rendering, VR experiences.

**Software :** Unity 3D, Visual Studio, Android Studio, Blender 3D, Photoshop, Zbrush.

## CONFERENCES AND CONGRESSES

### Congresses :

XXVII National and XIII International Congress on Computer Science and Computing ANIEI 2014 (participant and speaker).

### Recognititons :

-Speaker at XXVII National and XIII International Congress on Computer Science and Computing ANIEI 2014 with the topic "Optimization of graphic programming in video game development."

-Logistics instructor for workshops at BUAP.

-Speaker at the Engineering Week, School of Arts of the State 2016.

-Speaker at LevelUP VideoGameHackathon on the topic 'Game development workflow.'