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## Juan Pablo Méndez Altuzar

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### Professional experience

**Lead Game Developer** - Gameloft. Mexicali, Mexico. 2015 - 2019.

[Modern Combat Blackout for Nintendo Switch \(2019\)](#).

- Design & implementation of Local Multiplayer. Setup an automated build environment for the Linux server.
- Online Multiplayer setup and debugging. Implementation of online gameplay mechanics and game modes.
- Close collaboration with the design team to make modifications after the game redesign.

**Tools:** C++, AS3, Python, Jenkins, Batch scripting, SVN.

[Ninja Up! for iOS and Android \(2018\)](#).

- Core gameplay, FX, UI, and animations implementation - iterating closely with the design team.
- Established best coding practices, game architecture, and workflow. Performance optimizations.
- Developed tools and cheats for design and game teams. Researched feasibility of design proposals.

**Tools:** Unity, C#, SVN.

[Port of Gangstar New Orleans for Windows 8.1 \(2017\)](#).

- Havok Vision Engine port for Windows 8.1. Created tools for the game team. Performance optimizations.

**Tools:** C++, Havok Vision, Python, Atlassian Bamboo, Batch scripting, SVN.

[Port of Siegefall for Windows 8.1 and Windows Phone 8 \(2016\)](#).

- Implementation of game features (DLC, PN, back key, UI and ads). Helped onboard new team members.

**Tools:** C++, C#, Python, AS3, Atlassian Bamboo, Batch scripting, SVN.

**Software Developer** (contractor) - Animactiva. Aguascalientes, Mexico. 2012 - 2014.

[Cuévano for Windows \(Delivered to the client in 2014\)](#).

- Flixel engine modifications, UI, server and client programming.

**Tools:** AS3, Flixel framework, Java, SmartFoxServer 2X, Batch scripting.

### Education

**Computer Systems Engineer. Graduated with Honors** - Universidad Autónoma de Aguascalientes.

Aguascalientes, Mexico. 2010 - 2014.

- Programming, software engineering, data structures, networks, compilers, databases, linear algebra, vector calculus, discrete mathematics, interfaces programming.

**OpenGL 2.0 - 3D** - Gameloft. Mexicali, Mexico. 2015.

- 3D graphics concepts, creation of simple shaders in GLSL.

**CS-184.1X Foundations of Computer Graphics** (Audited online) - UC Berkeley via edX. 2014.

- 3D graphics concepts, OpenGL and ray-tracing.

**Course on Programming and Design of Video Games** - Universidad Autónoma de Aguascalientes and Phractal Studios. Aguascalientes, Mexico. 2013.

- Unreal Engine 3 development using UnrealScript and the UDK editor.

### Projects

**Atoms** - Published on Android (2018) & iOS (2019). Unity & C#.

**Tennis Street** (Unity & C#, 2019). **Homecraze** (Unity & C#, 2019). **Body Ball** (Unity & C#, 2017). **CPU Ray-tracer** (C++, 2014). **Hobbo the Hobo** (Unity & C#, 2014). **Agent Eric: Close call** (Flixel & AS3, 2014). **Destiny** (Game Maker, 2009).

### Awards and recognition

**Atoms' accolades:** 1<sup>st</sup> place at Gamacon 2018. 15<sup>th</sup> IMGA nominee (2019). Indie Prize finalist (2019).

**Instructor of the course "Learn to develop 2D video games using Flixel"** - VIII Congress of Exact Sciences, Universidad Autónoma de Aguascalientes. Aguascalientes, Mexico. 2014.

**1<sup>st</sup> place in Contest of Video Game Design in 24 hours** - The Inventor's House. Aguascalientes, Mexico. 2013.

**1<sup>st</sup> place in Video Game Design Contest** - Tecnológico de Monterrey. Aguascalientes, Mexico. 2009.

### Programming and software skills

- C#, C++, AS3, Batch scripting, Python.
- Unity, Flixel, Trello, Jenkins, Blender, Subversion, Unreal Engine 3, Paint.net, Sketchbook, Haxe.
- I've also worked with: Bamboo, Git, Fork, Citrus, Starling, MySQL, OpenGL, UnrealScript, Java, Audacity.

### Languages

- English (Full professional proficiency) and Spanish (Native or bilingual proficiency).