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GABRIEL ENRIQUE ZAMORA LINARES

HIGHLIGHTS OF QUALIFICATION

Problem Solving

- Able to provide multiple technical solutions for design issues.

- Able to assist with prioritization of optimal solutions.

Adaptability

- Able to quickly and efficiently learn to use Unity's VR tools for a Drone Factory simulator in a span of a month.

- Capable of understanding html and css to the point to start developing a web page for a medical appointment scheduler.

- Capable of understanding Python's basics in order to develop a compiler

IDE and Engine Experience

- Worked with multiple IDEs (Integrated Development Environment) such as Android Studio, Xcode, Visual Studio, Visual Studio Code and Eclipse.

- Worked with Unity and Unreal engines on projects such as enemy traps, a 2D arena game and a 3D hack and slash game.

Multidisciplinary and Remote Team Working Experience

- Worked in many multidisciplinary projects since High school and achieved favorable results such as winning a Hackatour with a Medical Appointment Scheduler web page project.

- Worked remotely with teams using source control systems such as Sourcetree, Gitkraken and Github desktop.

- Experience using Click Up and Trello for task tracking in remote team projects.

Quad Graphics - Software Engineer I

March 2022 Present.

- Developed full-stack applications for application and database management utilizing SQL, Razor C#, HTML, CSS, Typescript, JavaScript and React.

- The architectures that were used for those apps were N Layer applications and monolithic.

- Applied agile SCRUM methodology with Azure DevOps while collaborating with multidisciplinary and international teams from USA, Mexico and Poland.

- Applied pair programming by doing ensemble sessions with teammates from Poland and/or Wisconsin.

- Followed outlined steps of service while working with clients. This being gathering information of the problems to solve, proposing solutions to clients and after review, applying the chosen solution.

Paper Samurai - 3D Hack and Slash Game in Unity

August 2021 – November 2021

Vancouver Film School, Vancouver, BC | Gameplay, AI and UI Programmer

- Gained experience in Artificial Intelligence (AI) by designing behavior trees for each enemy of the game.

- Developed knowledge of Visual Effects and particle systems through close collaboration with technical artists.

- Applied an MVC pattern as architecture for the programming side of the game.

- Developed gameplay mechanics, AI systems and UI components for the game.

- Collaborated with a multidisciplinary team from Canada, Colombia, and China to ensure best practices and technical solutions were implemented.

- Optimized code and debugged issues to improve game performance and user experience.

- Utilized scripting tools such as C# and Unity Engine to implement gameplay features. While using Adobe XD for UI prototypes and final assets.
- Assisted in creating game design documents, technical design documents and feature specifications.

Minesweeper - Web Application
February 2021
Vancouver Film School, Vancouver, BC | Front-End Developer

- Applied an MVC pattern designed and developed by myself.
- Used Javascript, CSS and Html5 to program a minesweeper stand alone game.

Z Language - Class Project
August 2019 - November 2019
Tecnológico de Monterrey, Monterrey, Nuevo León | Software Developer
- Developed programming experience in Python to create a compiler for a language made by myself called Z Language with basic instructions to use arrays, loops, conditionals, arithmetic operations, and logical operations.
- The architectural pattern that was used was the interpreter pattern.
- Gained proficiency in Python over 4 months, beginning with learning the foundational concepts.

MediCalendar - Medical Appointment Scheduler Website
January 2018 - November 2018
Tecnológico de Monterrey, Monterrey, Nuevo León | Front-End Developer
- Demonstrated strong ability to work efficiently under pressure and meet tight deadlines in a fast-paced environment.
- Developed excellent customer service skills such as active listening, adaptability and time management while interacting with clients and stakeholders.
- Worked using html, css, and javascript.

EDUCATION

2019

DIGITAL SYSTEMS AND ROBOTICS ENGINEERING: COMPUTER PROGRAMMING AND ROBOTICS

INSTITUTO TECNOLÓGICO DE ESTUDIOS SUPERIORES DE MONTERREY, MONTERREY - NUEVO LEÓN

2021

HONORS DIPLOMA: PROGRAMMING FOR GAMES, WEB & MOBILE

VANCOUVER FILM SCHOOL, VANCOUVER - BRITISH COLUMBIA

Skills & Interests	Game Development • Programming • Web Applications • Websites • UI • Front-End • Fluent in English and Spanish • Unity Engine • C# • C++ • Razor C# • Unreal Engine • Adobe XD • Html • Css • Javascript • React • Kotlin • Swift