

Emmanuel Rodríguez Barajas

Game Developer / Programmer

CONTACT

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COURSES

- CPA: Programming scentials in C++
CISCO Networking Academy | 2022
- Unreal Engine from Zero
Udemy | July 2022
- Japanese Language Course
UGTO | 2024- Present

PROGRAMS

Unreal Engine 5, Unity, Twinmotion, CSS, HTML, React, SQL, Git, Jira, Perforce P4V, Atlassian Software, Microsoft OFFICE, .NET, Adobe Photoshop, Adobe Illustrator.

PROGRAMING LANGUAGES

- * C/C++ (5 years).
- * C#(2 years).
- * Python, Java. (1 years)
- * JavaScript. (2 years)

LANGUAGES

- Spanish: Native
- English: Advanced
- Japanese: Begginer (N5)

EDUCATION

Bachelor of Engineering in Computer Systems

2017 - 2022

◆ *Universidad De Guanajuato DICIS*

Diploma: Videogame Development

February 2020 - December 2020

◆ *GameCoder Studios*

WORK EXPERIENCE

Intern Programmer

October 2022 - February 2023

◆ *PINK BEAR GAMES*

I worked on a VR fire simulation designed to train personnel, developed in collaboration with a third-party company.

I also had the opportunity to develop ideas for new IP at the company, creating and testing prototypes. Since the company was also looking to expand its knowledge in game development, I was tasked with updating the current engines using Unreal Engine 4 and 5

.NET Intern

August 2024 - December 2024

◆ *Forte Innovation Solutions*

I tested and worked on Web apps.

I implementate different Data Bases (DB) using MySQL.

I used Entity Framework for web app development using Data Base First.

.NET Programmer

February 2025 - June 2025

◆ *Forte Innovation Solutions*

I used Entity Framework for web app development.

I worked on a Ecommerce for product sales.

Unreal Engine Developer | Programmer

2023 - Present

◆ *Hollow Sense Studios*

I developed game mechanics and features using Unreal Engine 5, applying the best practices and implementing optimization.

I worked with the Unreal Engine Blueprints and C++ programming, ensuring scalability and maintainability in every feature developed.

I like to write documentation and share knowledge to improve workflow and promote the best practices with the team.

I used workflow management in agile development environments using version control systems, such as Git or Perforce PV4.

I designed user interfaces (UI) and UMG using Unreal Engine Widgets to enhance the user experience, intregating the use of both mause/keyboard and gamepad.

I designed and implemented visual effects (VFX) using the Niagara System for particle, mesh and ribbon renderers such as: explosions, blood, smoke, lightning, rocks, etc. as well as customization of materials in Unreal Enigne using the node system.

Projects

Mr. Winnie's Odyssey

Main Tasks:

-Main Character Programming.

-Gameplay Programming.

newbeto.itch.io/mr-weenies-odyssey

Super Star Violet

MainTasks:

-Main Character Programming.

-Level Design.

gamecoderstudios.itch.io/super-star-violet

Naia And The Moon

Main Tasks:

-Main Character and gameplayProgramming.

-UI programming.

-Level Design.

mejudirac.itch.io/naia-and-the-moon-demo

*Death Pilot

Main Tasks:

-Gameplay Programming.

-UI programming (Gun Menu).

-Gun VFX and Mechanics.

store.steampowered.com/app/2885710/Death_Pilot/

*Hollow Stories: Lockdown

Main Tasks:

-Gameplay Programming.

-Puzzle Implementation.

-Interaction system.

-General VFX.

-Level design.

store.steampowered.com/app/3968040/Hollow_Stories.Lockd