





Ramón Partida

Programmer | Technical Artist

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EXPERIENCE

Programmer

Aeria Canada 09/2019 - Present

- Increased mobile games performance through code optimization
- Implemented different in-games systems
- Developed front-end for mobile games
- Tested and fixed game bugs and errors

Programmer | Technical Artist

Freelance 04/2019 - Present

- Develop gameplay code
- Front-end development
- Tools Creation using Python
- Rigging for 3D characters
- Real-time VFX creation

Motion Graphics Animator

Alpaca Creative Media 08/2016 - 01/2018

- Created 2D & 3D animations
- Built 2D bipedal character rigs
- Developed a more organized and faster pipeline for animations

3D Generalist | Jr Programmer

MindTrick 08/2014 - 05/2015

- Made 3D Characters, both high and low poly for video games
- Built 3D Character rigs for video games
- Developed character controller for 2D top-down endless runner.

OTHER PROJECTS

Technical Artist

VFS | Land of the forgotten - Unity 11/2018 - 03/2019

- Created real-time VFX for the combat and world objectives.
- Developed 90% of the UI functionality
- Made a script that automatically generates a game build with latest changes on Perforce daily
- Delivered cleaned MOCAP animations
- Optimized skinned characters and animations.

SKILLS

C#	Python	Javascript
C ++	MEL	Maxscript
Rigging	Animation	VFX
3D Modeling	Tools	

SOFTWARE

Unity 3D	Autodesk Maya
Adobe Photoshop	Adobe Illustrator
Adobe Animate	Adobe After Effects
Autodesk 3Ds Max	Unreal Engine 4
ZBrush	VS Code
Visual Studio	Perforce
Git	Pivotal

EDUCATION

Programming for Games, Web & Mobile
Vancouver Film School 04/2018 - 04/2019

Dip. Visual Effects
Panamerican University 08/2016 - 07/2017

Dip. Game Development
3D Box Academy 03/2016 - 08/2016

BSc. Animation and Digital Arts
Tec de Monterrey 08/2010 - 12/2015