

Ramón Partida

Programmer

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Work

Developer & Game Designer [03/2021 - present]

Create for Life

- Develop games and apps in Unity for iOS and Android.
- Design of video games and apps for education
- Create and execute prototype concepts. Implementation of new gameplay features and systems.

Game Developer [09/2019 - 01/2021]

Aeria Canada

- Developed games in Unity for iOS and Android.
- Increased mobile game performance through code optimization.
- Implemented and modified gameplay features and systems.
- Created solutions regarding the fixing of bugs or any other errors.

Programmer | Technical Artist [04/2019 - 09/2019]

Freelance

- Implemented and modified gameplay features and systems
- Built character rigs for a variety of biped characters.
- Conceptualized and created visual effects for games.

Motion Graphics Animator [08/2016 - 01/2018]

Alpaca Creative Media

- Animated vector illustrations, graphs, typography, and other graphic elements.
- Built 2D character rigs for a variety of biped characters
- Developed a more organized and faster pipeline for animations.

3D Generalist | Jr. Programmer [08/2014 - 05/2015]

MindTrick

- Created 3D Characters, both high and low poly for video games.
- Built character rigs for a variety of characters and props.
- Developed character controller for a 2D top-down endless runner.

Skills

C#
C++
Python
Debugging
Animation
Git
Autonomous
Teamwork
Adaptability

Education

Diploma in Programming for Games, Web & Mobile

Vancouver Film School

Vancouver, BC

04/2018 - 04/2019

Diploma in Visual Effects

Universidad Panamericana

Guadalajara, Jal

08/2016 - 07/2017

Diploma in Game Development

3D Box Academy

Guadalajara, Jal

03/2016 - 08/2016

BSc. Animation and Digital Arts

Tecnológico de Monterrey

Guadalajara, Jal

08/2010 - 12/2015

Software

Unity 3D
Autodesk Maya
Adobe Photoshop
Adobe After Effects
Unreal Engine 4